WARHAMMER

THE MASS COMBAT FANTASY ROLE-PLAYING GAME

Vol 1: TABLETOP BATTLES

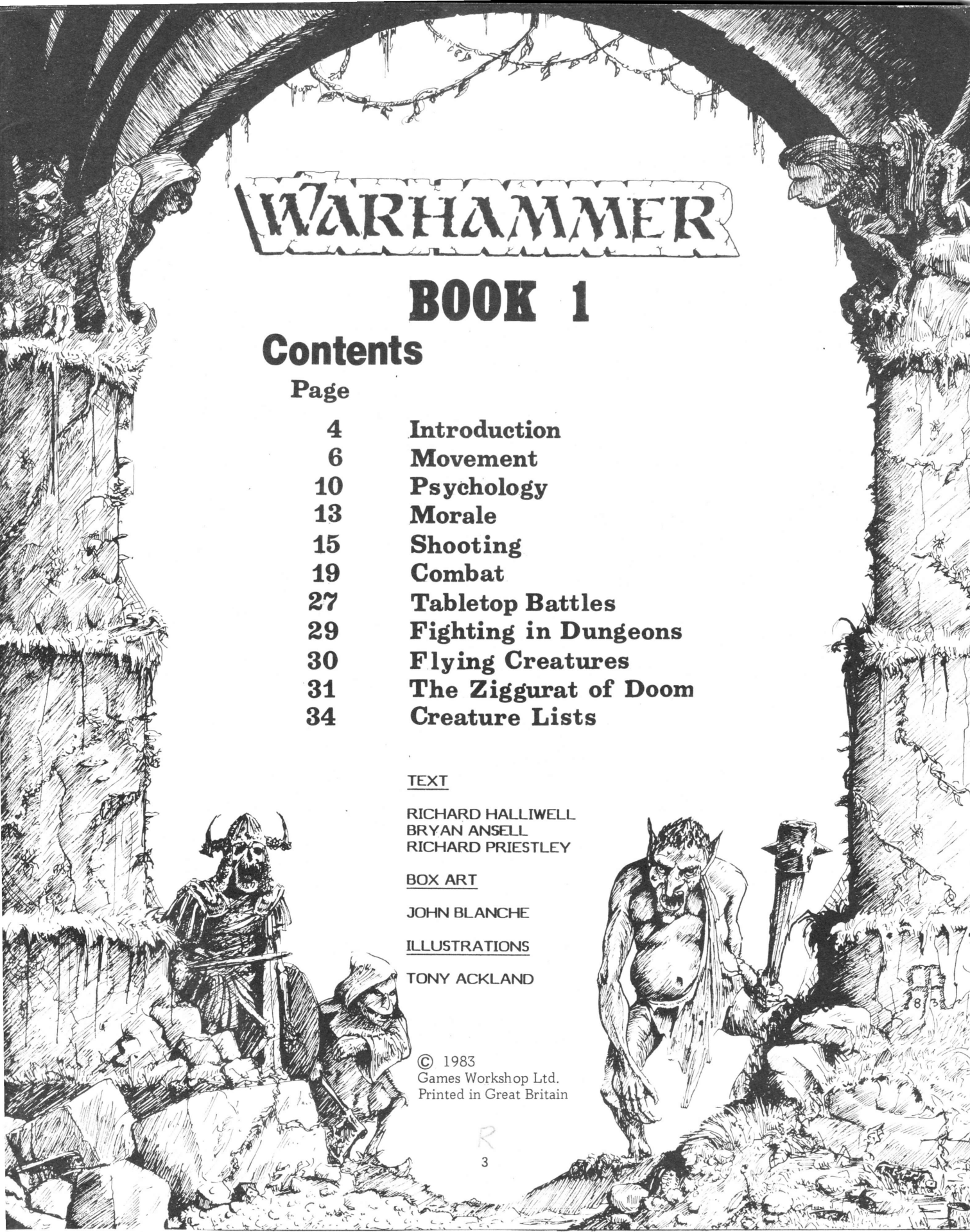
by Bryan Ansell, Richard Halliwell and Richard Priestly

MASS COMBAT

FIGHTING IN DUNGEONS

MONSTER TYPES

CITADEL MINIATURES



WARHAMMER

BOOK 1

Contents

Page	
4	Introduction
6	Movement
10	Psychology
13	Morale
15	Shooting
19	Combat
27	Tabletop Battles
29	Fighting in Dungeons
30	Flying Creatures
31	The Ziggurat of Doom
34	Creature Lists

TEXT

RICHARD HALLIWELL
BRYAN ANSELL
RICHARD PRIESTLEY

BOX ART

JOHN BLANCHE

ILLUSTRATIONS

TONY ACKLAND

© 1983
Games Workshop Ltd.
Printed in Great Britain

Introduction

This booklet is the first volume of the **Warhammer Fantasy Wargaming System.** It contains rules which can be used to simulate anything from a small skirmish or dungeon adventure to a huge pitched battle.

The game is played on a tabletop using model figures, rulers, dice and model scenery. Once you have mastered the rules you will be able to use them in adventures or battles of your own creation. You should consider them as a tool to play out any one of a numberless variety of fantastic confrontations!

NOTATION

To make the rules easier to read some sections are marked **Advanced Rule.** Advanced rules should only be used by players who are already familiar with the general content of **Warhammer.** Players may decide beforehand to play with some or all of the **Advanced Rules** if they so wish. **Advanced Rules** have been boxed in the text thus:-

In order to save space contemporary dice notation has been used throughout. A 'normal dice' marked 1,2,3,4,5,6 is referred to as a 'D6'. A dice with four sides marked 1,2,3,4 is referred to as a 'D4' - and so on. Rolling two D6 and adding the scores together is referred to as '2D6' or '2xD6'.

Examples:-

2xD4+1	Roll two D4. Add the scores together. Now add 1.
2xD6x2	Roll two D6. Add the scores together. Now multiply by two.
1D100	Roll a pair of D10. This is a ten sided dice marked 1-10 often referred to as a 'percentage' or 'decimal' dice. These are available from hobby stores and come in pairs, one red the other black. Count the red dice as tens and the black as units. For instance, a throw of red 4 and black 7 is 47. Red 2 and black 0 is 20. The object with percentage dice is to score **less than** the required score - so a 95% chance is easy, whilst a 03% chance is very difficult.

SCALES

1 table inch	=	1 pace
1000 paces	=	1 mile
5 miles	=	1 league
2 meters	=	1 pace (= 1 table inch)

Metric measurements are often used to describe the 'real life' size of objects. Thus a room might be described as 6 meters square. It would be represented on the table by a 3" square model.

THE TURN SEQUENCE

The game progresses by each of the players taking a turn in strict rotation. During his turn a player is referred to as the **active player.** Flip a coin or something to see who has the first turn.

Each turn must follow this sequence:-

1. Movement phase — The **active player** may move any of his figures as he wishes. None of the other players may move.

2. Shooting phase — The **active player** may shoot with any suitably armed troops.

3. Combat phase — **Any** opposing troops in base to base contact with each other may fight.

4. Second movement phase — The **active player** may now move any of his troops again - so long as they **didn't** fight in the Combat phase. However, troops may not move closer than within 4" of enemy troops. This represents the bringing up of reserves.

5. Magic phase — The **active player** may now cast and implement spells.

6. Rout phase — **All** units who are routing or pursuing should be moved now. **Any** players may dice now to rally their troops.

For example:-

	Bowman	Lancer	Swordsman
1st Movement phase	move	charge	move
Shooting phase	shoot		
Combat phase		fight	
2nd Movement phase	move	can't move	move

MODELS, WEAPONS, AND WEAPONS USE

These rules have been designed for use with **Citadel** model miniatures. The details of armour and equipment on the models provide most of the information necessary to use the miniatures in this game. For example, if you pick up the figure coded P0-10/1c you will see that it is a Centaur, that it is armoured and carries a broadsword, lance and bow. The information suggested but not accurately conveyed by the model - its skills, strengths etc are all dealt with within these rules.

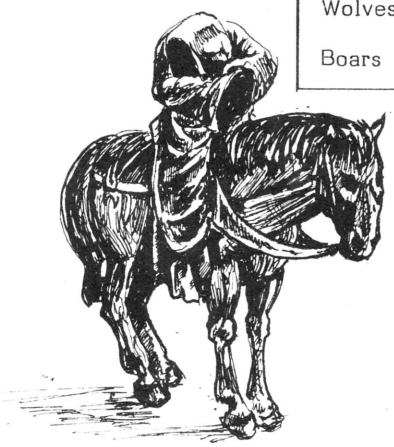
Troops may at any time use any of the weapons depicted on their model.

Movement

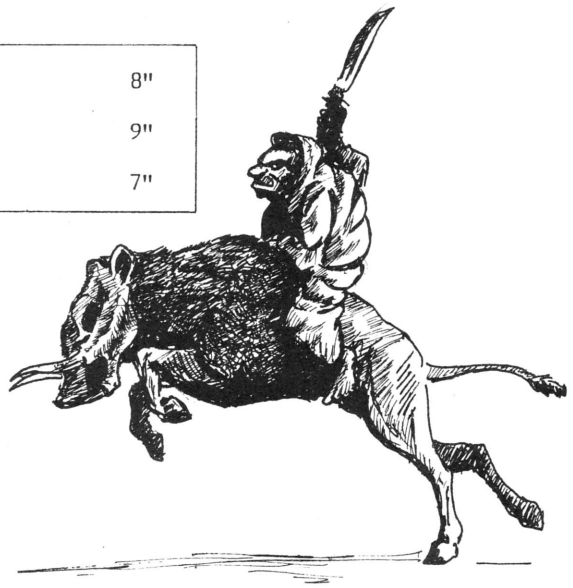
In his movement phase a player may move upto the following distances. He may move his troops in any direction. Figures moved in 'Movement phase 1' and 'Movement phase 2' may still move upto their full movement allowance in either or both phases as they wish.

Types of Troops	Move
Halfling	3"
Armoured Halfling	2"
Orc	4"
Armoured Orc	3"
Dwarf (armoured or not)	3½"
Man	4"
Armoured Man	3"
Elf	4½"
Armoured Elf	4"

In the creature list section at the back of this volume you will find further move rates for all of the different types of creatures you will be using - together with information on their **Skills, Wounds** and **Initiative Levels** detailed elsewhere within the rules. Because certain creatures are used a lot we have listed them above. This is true of cavalry also, and certain other ridden beasts, so in order to save you time the standard move rates for mounted figures are as follows.



Horses	8"
Wolves	9"
Boars	7"



DIFFICULT GROUND

Count each inch of difficult ground crossed as two inches. The following terrain features count as difficult ground.

Woods
Steep Slopes
Fords
Soft Sands
Brush and scrub
Stairs and ladders
Debris
Marsh or Bog

So, for example, an Elf with a move of $4\frac{1}{2}$" can only move $2\frac{1}{4}$" across a ford.

CROSSING OBSTACLES

Crossing an obstacle loses the model half of it's move. The following terrain features count as obstacles.

Hedges
Walls
Doors or windows
Ditches

So, for instance, a Man with a move of 4" must deduct 2" to cross a ditch, leaving him with 2" left. If the ditch was situated in a bog the man would only have a move of 2" (half rate over difficult ground), he would loose half of this (1") to cross the ditch leaving him with 1" of movement left.

CHARGES

If an individual or a unit intends to move into **hand-to-hand combat** then they may double their move distance. **Note,** however, that figures may only move into hand-to-hand combat in their **First** movement phase and not in their second.

THE COUNTERCHARGE

This rule provides an exception to the normal sequence of play. If troops are charged then they may immediately elect to countercharge. Infantry may **not** countercharge mounted troops. Countercharging troops are moved simultaneously with the charging troops and the resultant clash will occur somewhere between the original starting positions. Countercharges are subject to the same restrictions and receive the same bonus as a normal charge. Missile troops who are charged may elect to stand and fire **instead** of countercharging but must deduct 1 from their 'to hit' roll as they will be slightly panicked.

RUNNING AWAY

This rule, like Countercharging, forms an exception to the normal turn sequence. If troops are charged then they may opt to 'run away'. If they decide to do this then they immediately make a full charge distance move **away** from the troops charging them. If the chargers move is sufficient to catch up with them then the evading unit will be caught and automatically **routed** (see Morale). Also the chargers may strike a 'free blow' - they may strike as normal disregarding shields as the evaders will have their backs turned. Routed troops may not defend themselves or fight back.

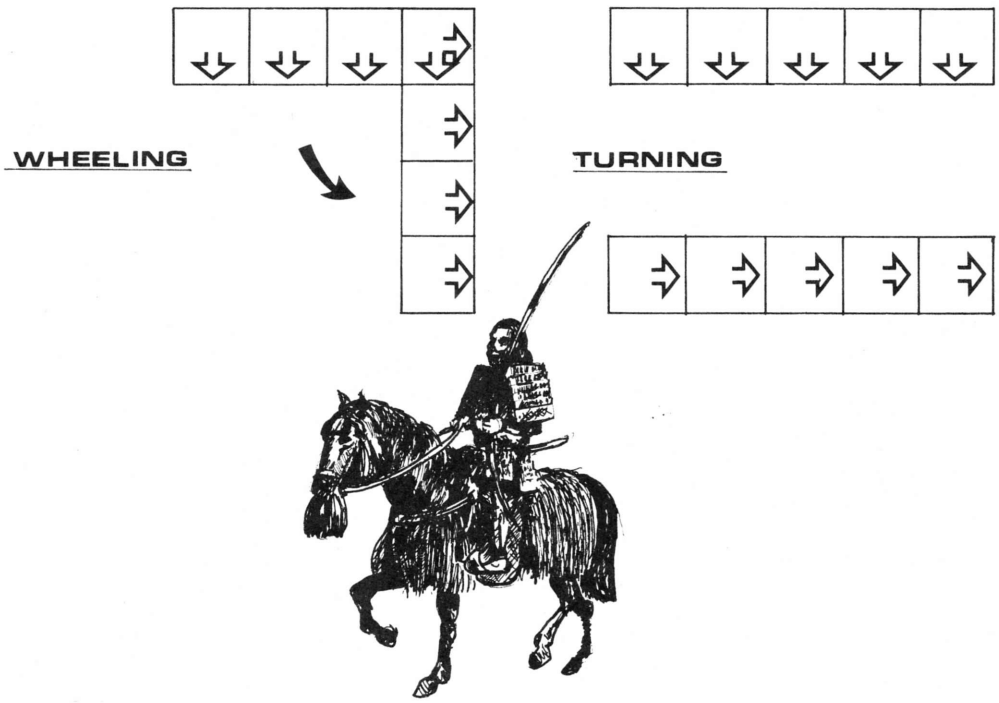
MOVING UNITS

Moving large bodies of men often presents problems for the wargamer, so we have special rules for it. The two main forms of unit movement are the **wheel** and the **turn.**

Wheeling involves a figure at one end of a unit standing still whilst the others march forward thus changing the direction the unit is facing in.

When wheeling the unit loses as much movement as the outermost figure.

Turning involves all the members of a unit remaining in the same place whilst turning to face in the same direction. Turning takes half a move.



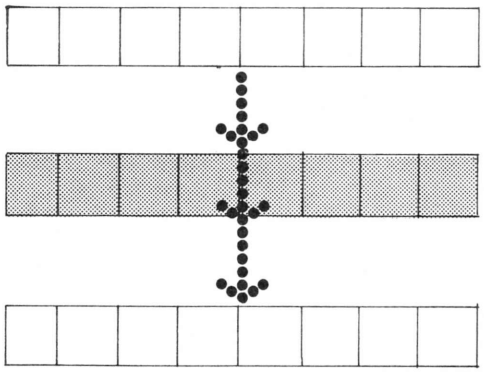
Units of **Intelligent** troops may expand or contract their formation width by upto 4 models per move.

This may be done whilst moving and incurs no penalty. This rate may be doubled for stationary troops.

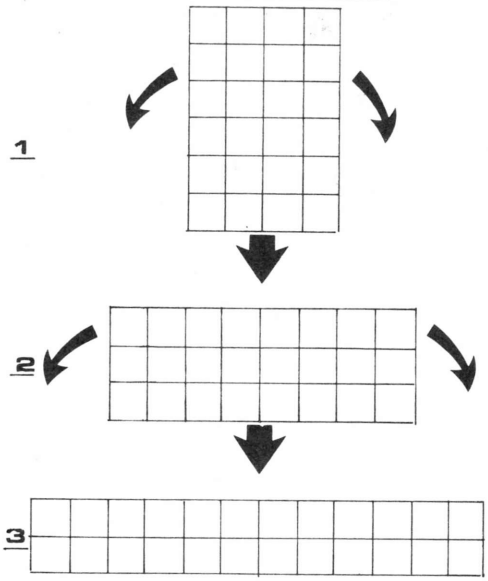
Units of troops subject to **Stupidity** (e.g. Trolls) have difficulty maintaining formations and so must roll dice at the beginning of each move to determine their actions. They may, when permitted, expand or contract by upto 2 models per rank per move.

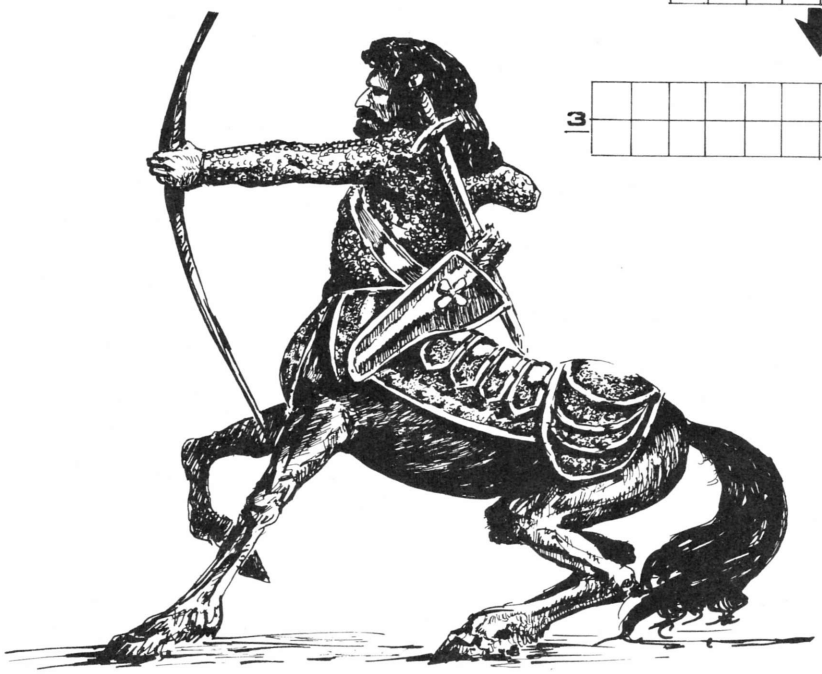
Units of troops may not move through each other, or **Interpenetrate.** Except friendly troops in Skirmish formation may move through other friendly troops in Skirmish formation which are stationary.

INTERPENETRATION



CHANGING FRONTAGE





Psychology

When a player is commanding a large number of troops he cannot always depend on them to do exactly what he wants them to, his troop's instincts of self preservation, their fears and their dislikes, will all effect their actions greatly.

All this is simulated by the **Hate, Fear, Terror, Frenzy** and **Morale** rules given in this section.

HATRED

Feuds and vendettas stretching over the millenia, magical or religious antipathy, territorial disputes or racial contempt all lead to the irrational enmity covered in these rules by **HATRED.**

In the 'Creature Lists' you will find just who Hates who, and what Hates what. Whenever there is something present that troops Hate they must :-

1. Move towards the Hated opponent whenever possible.

2. Charge whenever they are within charge move.

If there are two or more different sorts of Hated opponent present, the troops will move towards whichever one is mentioned first in the lists. Where there are two bodies of the same 'Hated' enemy then the troops will move towards the nearest.

FEAR

When an individual or a unit wishes to shoot at or fight something that it **Fears** then it must first roll a D6 with the following results:-

Score	Effect
1	May not attack in any way. Must spend one turn retreating
2,3	May fire but may not charge.
4,5,6	You may both fire and/or charge.

Whenever troops are shot at or charged by something that they Fear they must roll a D6.

Score	Effect
1	Break and Rout
2,3	Break and Rout if being charged. Otherwise you are alright.
4,5,6	O.K.

Creatures over 10 feet tall automatically cause Fear in units of men or man sized, or smaller, creatures. The only exception is Elves, who are brave, fearless and not effected by this rule.

TERROR

Terror is like 'Fear' - only more so ! You will find which types Terrorise which in the 'Creature List' If troops are Terrified of something then they automatically Fear it also, and all the Fear rules apply -but they must subtract 1 from their Fear dice roll because they are even more scared!

The first time that a particular type which Terrorises troops comes within 15" roll two D6 and add. Then consult the chart below:-

Score	Result
2,3	You are frozen to the spot! Do nothing except defend yourself until whatever is terrifying you moves more than 15" away.
4	Drop weapons and shields and flee the battlefield.
5	Break and Rout.
6,7	Run away from the Terrorising creature and do not stop until you are at least 24" away.
8+	You are uneffected.

FRENZY

Certain troop types are subject to **Frenzy**. Such troops may attempt to go into a Frenzy. They may only do this when opposing troops are visible. At the beginning of his own turn a player may roll a D6. If the score is 1-4 then nothing has happened, if the score is 5 or 6 however, the troops have gone into a Frenzy and become subject to the following rules.

1. Troops must discard any armour.
2. Troops must move at charge speed towards the nearest enemy, preferably Hated enemy.
3. Troops receive a +4 Initiative bonus.
4. Troops gain an additional Wound Point whilst they are Frenzied. I.e they ignore the effects of their first wound.
5. Troops receive a +2 combat To Hit bonus.
6. Troops may only get out of the Frenzied state by rolling 1 on a D6 at the beginning of **any** successive period.
7. Frenzied troops must always pursue fleeing enemy.

STUPIDITY

Troops who are **Stupid** suffer certain disadvantages. They have difficulty remembering just who they are fighting for - and so will always attack any troops they come into direct base-to-base contact with - even friendly units. They are so Stupid that sometimes they become confused and ineffectual for no apparent reason. At the beginning of their 'active player turn' each unit of Stupid troops rolls a D6.

Score	Result
1	Unit becomes confused and may not move at all this turn. If attacked the unit may not fight back.
2	Unit becomes slightly confused and may not change formation this turn -but may otherwise act as normal.
3+	The unit is uneffected.

Troops who are already in a **Frenzy,** or subject to a **Fear** or **Terror** reaction do not have to dice for Stupidity.

Some Stupid troops may be slightly less or even more Stupid than the above rules allow for. For instance a really Stupid creature could be categorised as being **Stupid -1** which means that when he throws his dice for Stupidity he must deduct 1 from the score. On the otherhand a slightly brighter than average Stupid creature could be a +1, which means he adds 1 to his dice throws.

Stupid troops don't usually wear armour and often fight with only crude or improvised weapons - or with their hands, claws and teeth. Trolls are a good example.

Morale

Sometimes, because of the way the battle is going, troops will get scared and may retreat or flee the battlefield. The **Morale** rules represent this.

Morale checks should be taken whenever any of the following happens:-

1. When a Unit falls below half strength.
2. When a friendly Unit of at least equal numerical strength Breaks and Routs within 15".
3. When the Army Leader, King etc is killed.
4. For an Individual who is wounded.

To take a Morale check roll a D6 and modify as follows:-

-1	If the Unit is at **below half** of its original strength in numbers.
-1	If something you **Fear** is within 15".
-1	If an enemy **Wizard** is within 15".
-1	If you are under attack by **magic** or by magically summoned creatures.
-2	If you are already **Routed.**
+1	If the Unit has not yet suffered casualties.
+1	For **each** friendly **Hero** or Army Leader, King etc within 15".
+2	If the Unit is actually being lead by a **Hero,** Army Leader or King etc.
-1	**For single figures only** - for each wound point sustained.

If the result of this check is 3 or more then the check has been passed and there is no problem, otherwise consult the following chart:-

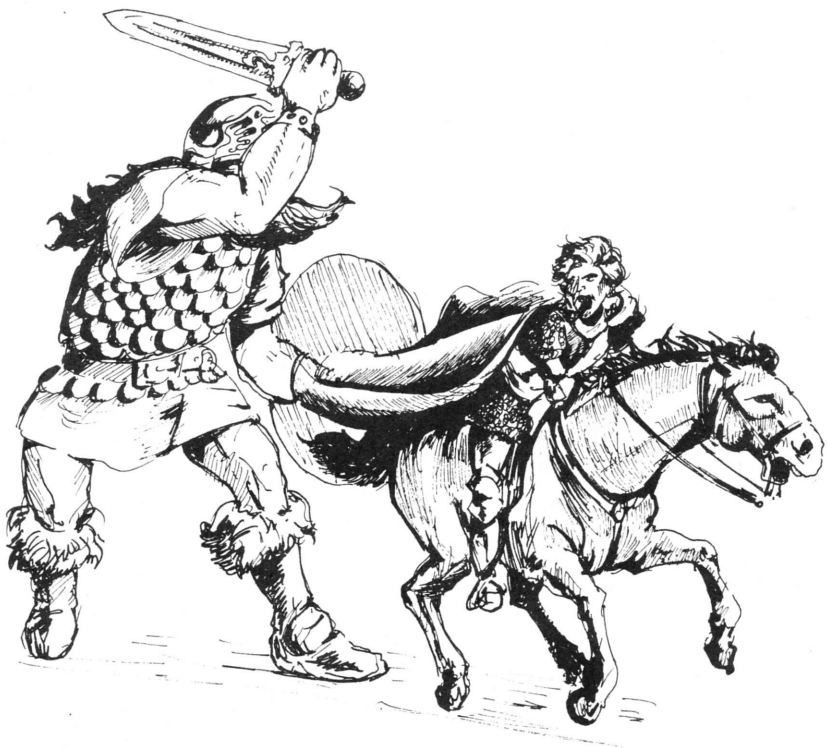
Score	Result
0	Rout immediately.
1	Must retreat for two turns.
2	Must halt or retreat for two turns at players discretion.

Troops broken and routed through Morale, Fear or Terror are moved in each Rout phase - this includes all players Rout phases **not just those of the 'active player'.**

Routers must move at full charge rate towards their own table edge or, in a dungeon or comparable situation, directly away from the scene of fighting. At the end of each turn any player may attempt to 'rally' his broken troops. To do this the player must take a normal Morale check and must score at least 3 to rally. If he is successful the 'rallied' unit must spend their next **active player** move stationary and may not engage in hand-to-hand combat. If attacked during 'rallying, either in Combat or from magic - or from missiles causing at least 1 casualty, then the Unit is automatically routed again. If they rally successfully then the Unit may proceed to fight normally from the following move.

Routing and rallying troops who are attacked may not fight back. Troops caught whilst trying to evade a charge are automatically Routed.

Routing and pursuing troops who leave the table are lost from the game and may not return.



Shooting

During the **Shooting phase** the **active player** may shoot once with any of his missile armed troops. To shoot troops must be able to trace a clear line of sight to their targets. The following chart gives the range and attack strength for missile weapons:-

Weapon	Short Range	Long Range	Attack Strength
Short bow, horse bow, Orc or Goblin bow.	0-8"	8-16"	2 - Normal
Infantry bow.	0-12"	12-24"	2 - Normal
Long bow.	0-16"	16-32"	3 - Strong
Elf bow.	0-16"	16-32"	4 - Mighty
Crossbow.	0-16"	16-32"	4 - Mighty
Sling.	0-18"	-	2 - Normal
Javalin	0-3"	4-6"	2 - Normal
Dart, throwing spear axe or hammmer.	0-1"	1-3"	2 - Normal
Improvised weapons, Stones, bottles etc.	0-1"	1-3"	1 - Weak

To hit roll a D6 for each figure shooting. The score needed depends upon the **Bowskill** of the shooters.

Bowskill Level	Description	Score needed to hit
1	Inexperienced	6
2	Poor	5
3	Normal	4
4	Proficient	3
5	Adept	2
6	Skilful	1
7	Accomplished	0
8	Expert	-1
9	Master	-2
10	Master	-3

The following modifiers are made to the dice:-

+ 1	Firing at a **large target** - for instance a Troll, generally anything over 10' tall is large.
- 1	Firing from a **moving mount** - such as a horse or wagon.
- 1	If the firer is **wounded.**
- 1	Firing at troops in **'Skirmish order'.**
- 1	Target is behind **'soft cover'** - hedges or trees.
- 1	Throwing **improvised** weapons.
- 1	Firing at **long range.**
- 2	The target is behind **'hard cover'** - walls or battlements.

For each hit scored roll again on the **Kill Chart** below to find if the hit has killed the target. Roll a D6 - the letter K on the chart represents an automatic kill. The letter N represents No effect.

Attack Strength of missiles.	Toughness Grade of Target					
	A	B	C	D	E	F
1	4	5	5	6	6	N
2	4	4	5	5	6	6
3	3	4	4	5	5	6
4	K	2	3	4	4	5
5	K	K	2	3	4	4
6	K	K	K	K	3	4

Attack Strength corresponds to the size and velocity of the weapon. Although no weapons in the 'Range Chart' have a Grade of above 4 the details for the higher grades have been included here and correspond to large sized seige weapons and cannon.

1	Weak
2	Normal
3	Strong
4	Mighty
5	Powerful
6	Irresistable

Toughness Grades correspond to the ability of the target to resist blows.

A	Small, weak creatures, Halflings and Lesser Goblins
B	Average creatures, Men, Elves and Goblins.
C	Largish Creatures, Orcs - tough creatures, such as Dwarves.
D	Trolls and small giants, small scaly monsters.
E	Giants and medium sized scaly monsters.
F	Dragons and other very large monsters.

WOUNDS

Most creatures only require a single Kill and are then dead and the model is removed. Some large creatures, however, require to sustain more than 1 Kill before they die. In this case each Kill is referred to as a 'Wound'. Each Wound must be 'saved' against individually as it occurs. When fighting large battles it is a good idea to throw for hits and kills as normal - but remove figures as if wounded models are killed first. So for example if you were fighting a unit of Trolls, who require 3 Wounds to kill, and scored 4 Wounds against them then this is automatically 1 figure dead and 1 Wound carried over. It is **not** 4 figures each with 1 Wound. Obviously combats involving heroes must still be fought out individually.

SAVING THROWS

A model that is armoured or shielded may attempt to 'save' itself against each wound or kill. This saving throw is intended to represent the protective value of armour. Roll a D6.

Type of Armour	Score required
Shield or chainmail armour or metal breastplate only.	6
Shield plus chainmail armour or complete plate armour only.	5
Plate armour plus shield or Mithric armour only.	4
Mithric armour plus shield	3

Mounted figures may add 1 to the dice. Troops wielding weapons which require the use of both hands may not gain any Saving Throw advantage from having shields - which must be either slung across the back or dropped. Mounted Troops whose horses, or equivalent, have barding may add an extra 1 to their Saving Throw - so they will gain an extra 2 in total. +1 from being mounted and +1 from having barding.

It is harder to save against higher Strength Grade hits.

Strength Grade	Modifier
4	-1
5	-2
6	-3

USING MOUNTED FIGURES

Models mounted on some form of creature, be it horse, wolf, boar or another, are referred to as **cavalry.** When shooting at cavalry work out the hits and kills as normal. Make any Saving Throws where appropriate remembering that mounted figures may add 1 to the dice and so always have a saving throw of at least 6. Remove any Kills as an integral model - e.g. 1 Kill = 1 Rider **and** his mount killed.

SHOOTING FROM HILLS AND SKIRMISH FORMATIONS

Troops may normally fire only in one rank. Troops in 'skirmish formation' may fire in two ranks. Troops on hills may fire over the heads of troops below them. Troops on Elephants and other elevated platforms may fire over the heads of troops below them but not over troops on hills.

CROSSBOWS

Troops equipped with crossbows may not move and fire during the same turn, as these weapons take a considerable time to reload.

SHOOTING AT INDIVIDUAL FIGURES

Heroes and Wizards, and other individuals - Kings, Army Leaders etc - may **not** be engaged by missile fire if they are in base-to-base contact with a unit. If during the Shooting Phase the entire unit is wiped out then the individual may be 'hit' by any extra hits that would otherwise have struck the unit **- but not by any other additional fire from any other attackers.**

Individuals within 5" of a unit may be engaged at short range only - or from any range by another individual.

Individuals not within 5" of a unit may be engaged normally.

FIRING INTO COMBAT

Normally this is not allowed. Once two units have engaged in hand-to-hand combat then they are assumed to become mixed up, so missiles would hit either side randomly. If you do wish to fire into a combat then dice to see which unit is hit, for instance 1,2,3 unit A is hit, 4,5,6 unit B - if more units are involved you can modify the dice score accordingly.

ADVANCED RULE:- Critical Hits. Missilemen with a Bowskill of 4 or better may attempt to score a Critical Hit. They must be within short range of their target. A Critical hit represents the chance of a missile hitting a vital organ and slaying even a large creature. The missilemen must declare that a Critical Hit is being fired before any dice are rolled. Work out the shot as normal until you come to work out the Kill. Now consult the Kill Chart tosee what score you need to cause a normal Kill. Now throw 1 D6 for each Wound that the target can sustain. You will need to score sufficient on **each** dice to Kill as normal. If each dice shows a score equal to or more than the score required for a single Wound/Kill then the target is dead. Otherwise the target is unharmed.

Combat

Combat takes place when opposing troops meet in base-to-base contact. During the Combat Phase all troops may make one attack - some heroes or monsters may make more attacks as detailed in the Creature Lists and further volumes of **Warhammer.** Each combat is simulated as follows.

1. Order of Attack — Troops attack in strict order. Those with higher Initiative Levels strike first.

2. Throw to Hit — The attacker rolls to see if his blow hits. See 'Hit Throw' below.

3. Throw to Kill — If the attackers blow has landed then he compares his **Strength Grade** with his victim's **Toughness Grade** to discover the score needed to kill.

4. Saving Throw — Troops wearing armour are allowed a Saving Throw.

5. Combat Results — Troops may be forced back or Routed as a result of combat.

INITIATIVE LEVELS

Each figure has an **Initiative Level** representing his speed of thought and action. The chart below lists some of the important ones.

Halfling	5
Orc	2
Dwarf	2
Man	3
Elf	6

Troops with a higher Initiative Level always attack first. If troops are allowed more than a single attack per move the first is made at normal Initiative Level, the second is made at 1 level lower, the third at 2 lower and so on.

If combatants both have the same Initiative Level then treat their attacks as simultaneous and work them out at the same time.

As an example of how the Initiative rule works consider a Harpy. A Harpy can make 2 attacks per move and has an Initiave Level of 4. The Harpy is attacked by a Man and a Dwarf, the order of attack will be:-

Order	Level	Combat
First	4	The Harpy makes one attack
Second	3	The Harpy makes it's second attack
		The Man makes his attack
Third	2	The Dwarf makes his attack

In hand-to-hand combat fighting is not normally simultaneous. Troops with higher Initiative Levels strike first. Any enemy figures killed **may not** then fight back, casulaties should be removed from troops in base-to-base contact to make this apparent - the unit can be 'neatened up' after combat. Troops may only be moved up into the front rank after combat is finished - troops may be moved forward **even** if being pushed back, and **even** if it is not your player turn. You **may not** attempt to 'lap round' or turn or change frontage however.

Troops with the same Initiative Level **do** fight simultaneously. Both sides attack at the same time and with all of the figures in base-to-base contact.

THROW TO HIT

Every figure has a 'Weaponskill Level'.

Level	Description	Attributes
1	Inexperienced	Untrained and unblooded troops.
2	Poor	Many Orcs and Goblins are Poor, unenthusiastic.
3	Normal	Men, Halflings, some Orcs and Goblins.
4	Proficient	Dwarves, Elves - extra ordinary fighting abilty.
5	Adept	Some Elves - almost Heroic!
6	Skilful	Heroic
7	Accomplished	Heroic
8	Expert	Heroic
9	Master	Heroic
10	Master	Heroic

Skillful, Accomplished, Expert and Master Levels belong to individuals with more than usual Heroic abilities. When two units or individuals enter into combat use the following 'Attack Chart' to work out hits. Compare the Weaponskills of each side. The chart gives the score needed on a D6 to hit the enemy. Blows which do not hit have no effect.

Attackers Weaponskill	Opponents Weaponskill					
	1	2	3	4	5	6+
1. Inexperienced	5	5	6	6	7	7
2. Poor	4	5	5	6	6	7
3. Normal	4	4	5	5	6	6
4. Proficient	3	4	4	5	5	5
5. Adept	3	3	4	4	5	5
6. Skilful	2	3	3	4	4	5
7. Accomplished	2	2	3	3	4	4
8. Expert	2	2	2	3	3	4
9. Master	2	2	2	2	3	3
10. Master	2	2	2	2	2	2

The dice are modified as follows:-

If you **charged** this move and were not countercharged	+ 1
If you are **uphill** of your combat opponent	+ 1
If you are in a **Frenzy.**	+ 2
If you are **Fighting Defensively**	+ 2
If you are using **more than one weapon** simultaneously	- 1
If you are using a weapon in your **left hand**	- 1
If any **wound** suffered (unless regenerated)	- 1
If you are using a knife, bottle or other **improvised weapon**	- 1
If any models in the unit are being **engaged from the rear or flank**	- 2
If you **'Fear'** your combat opponent	- 2

Obviously you cannot roll a 7 or more on a D6. So the following system is used. If you require greater than 6 first throw a D6. You must score a 6. Then you must throw another D6, requiring a further score to successfully hit.

7	Requires a 4
8	Requires a 5
9	Requires a 6

THROW TO KILL

For each hit scored roll a D6 and consult the following chart to find how many of the hits have killed.

Attack Strength of attacker	Toughness Grade of Target					
	A	B	C	D	E	F
1	4	5	5	6	6	N
2	4	4	5	5	6	6
3	3	4	4	5	5	6
4	K	2	3	4	4	5
5	K	K	2	3	4	4
6	K	K	K	K	3	4

SAVING THROWS

A model that is armoured or shielded may attempt to 'save' itself against each 'Wound' or 'Kill'. This 'Saving Throw' is intended to represent the protective value of armour. Roll a D6.

Shield or chainmail armour or metal breastplate only	6
Shield plus chainmail armour or complete plate armour only	5
Plate armour plus shield or Mithric armour only	4
Mithric armour plus shield	3

Mounted figures may add 1 to the dice. Troops wielding weapons which require the use of both hands may not gain any Saving Throw advantage from having shields - which must be either slung across the back or dropped. Mounted Troops whose horses, or equivalent, have barding may add a further 1 to their Saving Throw - so they will gain an extra 2 in total. +1 from being mounted and +1 from having barding.

It is harder to save against blows struck with higher Strength Grades.

Strength Grade	Dice Modifiers
4	-1
5	-2
6	-3

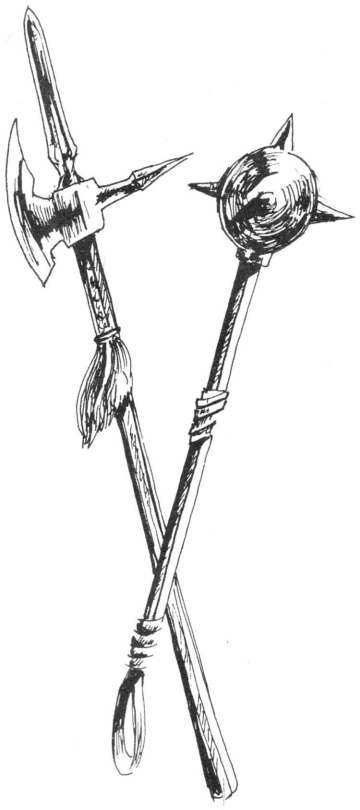
USING MOUNTED FIGURES

Models mounted on some form of creature, be it horse, wolf, boar or another, are referred to as **cavalry.** When fighting against cavalry work out the hits and kills as normal. Make any Saving Throws where appropriate remembering that mounted figures may add 1 to their dice and so always have a saving throw of at least 6. Remove any Kills as an integral model - e.g. 1 Kill = Rider **and** his mount killed.

WEAPONS DIFFERENTIATION AND OTHER BONUSES

Some weapons and some situations confer advantages - either at the 'To Hit' stage, the 'Kill' stage or towards 'Initiative'.

Charges	All **Charging troops**	+ 1 Initiative
	All **Countercharging troops**	+ 1 Initiative
	Charging **Lance armed cavalry**	+ 1 Initiative and + 1 Kill
Weapon	**Heavy Cutting or Crushing Weapon**	+ 1 Kill
	If you are an **armed Monster** with a Strength of 4 or more	+ 1 Kill
	You have a **longer Weapon**	+ 1 Initiative
	Light Cutting Weapon only against troops in 'Skirmish' order.	+ 1 Initiative and + 1 To Hit



Some weapons confer disadvantages in some situations, however.

Weapons:-	**Heavy Cutting or Crushing Weapon** only against troops in 'Skirmish' order.	- 1 Initiative and - 1 To Hit
	Light Cutting Weapons only against troops in 'Shock'order.	- 1 Kill

The various types of weapon are defined as follows.

Longer Weapons:-

The following categories apply:- in order of length.

Hand Weapons	Swords, mace etc
Short Spears	Upto 6' long
Long Spears, halberds	Upto 12' long
Cavalry lances	Over 12' long
Pikes	Over 12' long

Two handed swords, axes, flails and maces count as 'Up to 6'. If both sides are using weapons within the same category no advantage is conferred.

Heavy Cutting Weapons:-

Two handed - axes, swords, maces clubs
Halberds

Note that cavalry are not allowed to use weapons two-handed.

Light Cutting weapons:-

Light Swords - falchions, sabres, scimitars

WEAPONS DIFFERENTIATION AND MONSTERS

Monsters who are armed with some sort of weapon recieve a +1 'To Kill' bonus if their Strength is 4 or more. They receive a further bonus as normal if they are armed with giant versions of 'Heavy Cutting and Crushing Weapons'. So a Giant with a Strength of 4 and a double handed club will receive +1 Kill for having Strength of 4+, and +1 Kill and -1 To Hit for having a Heavy Cutting and Crushing Weapon'.

Giants and large monsters armed with Light Cutting Weapons **do not** receive any modifications for this. This is because the actual size of the light sword will be easily as large and cumbersome as any normal weapon. They merely count as normal weapons.

For purposes of 'weapon length' unarmed monsters count as 'Short Spears'. Armed monsters with hand weapons count as 'Long Spear' length, monsters armed with any longer weapons - e.g. double handed weapons, spears or pikes count as pike length.

WOUNDS

Most creatures only require a single Kill and are then dead and the model is removed. Some large creatures, however, require to sustain more than 1 Kill before they die. In this case each Kill is referred to as a 'Wound'. Each Wound must be 'saved' against individually as it occurs. When fighting large battles it is a good idea to throw for hits and kills as normal - but remove figures as if wounded models are killed first. So, for example, if you were fighting a unit of Trolls, who require 3 Wounds to Kill, and scored 4 Kills then this is automatically 1 model killed and 1 wound. It is not 3 different figures wounded. Obviously it is still important to fight out combats with heroes individually.

COMBAT RESULTS

When a round of combat has been fought and there are still troops standing on both sides it is neccessary to decide who has won. Count the number of 'wounds' and Kills' on each side - the side which has caused the most has won. If neither side has caused any wounds or kills then the combat is a draw and nothing happens - fight again next round. Troops who loose a round of combat are 'pushed back' 2". Pushed back troops may not change formation or overlap in the next combat round. troops who win a round of combat may move figures from back ranks into combat and may 'bend' upto 4 figures round an enemy formation to attack them in the flanks. If the enemy has a rear rank then they may turn figures against troops lapping round in this way - thus escaping the -2 penalty for being attacked in the flank, but no other figures may turn or move. Troops may not move figures from the back ranks any faster than they could normally expand frontage (4 figures per move usually).

Troops pushed back three time successively are **Routed.** some troops are especially valiant or cowardly and will Rout after more or less moves.

Orcs and Goblins	2 Rounds
Trolls	2 Rounds
Elves	4 Rounds
Dwarves	5 Rounds

If troops are pushed back by troops that they Fear then they are automatically Routed. Troops who are pushed back and loose a third or more of their strength in a single move are also Routed.

Victorious troops must follow up troops who are pushed back. Push backs and follow ups are made after all combat has been fought and no movement penalties are imposed for the extra 2".

TROOPS BREAKING FROM COMBAT

In the 'Rout Phase' all routing troops move away from their opponents. They may make a double move, like a charge move. This is irrespective of any movement that has been made previously in the Movement Phase. Their opponents may strike one 'free blow' as they run away. This is made from the rear and so the routers cannot count their shields for Saving Throws.

Troops continue to rout until they are rallied or until they leave the board. See 'Morale'. Troops routing are therafter moved only in the 'Rout Phase' - all routing troops are moved together regardless of whose Active Player turn it is.

Troops may break voluntarily if they wish. The player must declare he is going to break from combat. His opponent may then strike a free blow as if he was routing. The voluntary break occurs in the Rout Phase - the breaking troops move back a double move just like normal routers.

If your opponent breaks voluntarily you may choose to pursue as if he had broken in rout. If you catch up with him then he is Routed automatically. If a unit breaking voluntarily is not caught during their first move away from combat then they must spend the next move stationary reorganising, but may turn to face if they wish. They and can subsequently act as normal.

PURSUIT

Troops whose opponents rout have two choices. They may either **Halt** or they may decide to **Pursue.** If they decide to halt then they must spend their next move stationary whilst they reorganise themselves and reform. If they decide to pursue then they are subsequently moved not in their own Active Player turn but in the Rout Phase of each turn in the same way as the routers they are following. Pursuers move a double move. If they are still in contact with the routers at the end of each Rout Phase then the pursuers may strike another 'free blow' - the routers may not fight back. This means that during the first rout phase the pursuers may strike 2 free blows - one when the routers turn and flee and one when they catch up with them. Once pursuers have started to pursue they must continue to do so until:-

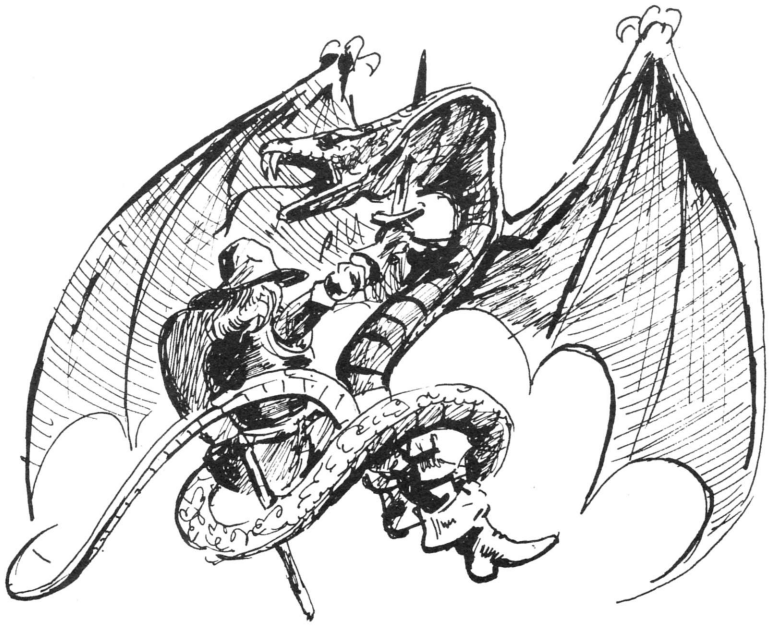
1. The Routers out distance them and they can no longer strike blows against them.
2. The Pursuers are attacked by other enemy.
3. The Routers are all destroyed.
4. The Pursuers wish to stop pursuing and roll a score of 6 on a D6 at the beginning of their 'Active Player turn'.

ADVANCE RULE:- Follow on combat. Follow on combat is an option open to troops with **Initiative Levels** of 6 or more. If such troops win a round of combat they may attempt to gain a round of 'follow on combat'. To do this roll a D6 -you will need to score 4 or more. If troops are successful then they may fight another round of combat immediately. If a fighter wins a round of 'follow on combat he may roll for another. Founds of 'follow on combat' take place outside of the normal move sequence. In a follow on combat a fighter may move upto 3" to engage a fresh enemy, the enemy may not move.

EXAMPLE:- A Hero,Solomon Klomp, has an **Initiative Level** of 8. He has just won a round of combat against a lone Orc and killed it. 2" behind the Orc lurks a fearsome Giant Rat -undoubtably anticipating easy pickings! Solomon elects togo into a round of **Follow on Combat** - he rolls a D6 and scores a 5 - he has succeeded! He leaps the 2" towards the Rat and fights a round of combat against it - Soloman scores one wound on the Rat (who can take two wounds) and suffers no damage himself. Not content with merely wounding the foul creature Solomon rolls for and gets another round of **Follow on Combat.** This round he slays the rodent outright. Enthusistically Solomon Klomp casts his eyes round for victims - but the nearest enemy is over 6" away - too far for follow on combat.

ADVANCED RULE:- Critical Hits. When an individual is fighting an opponent capable of withstanding more than one 'kill' then he may decide to try and score a 'Critical Hit'. This represents those heroic blows right to the very vitals of the large and threatening monster bearing down on our intrepid adventurer!

Attempts at Critical Hits are declared before rolling 'to hit' If you hit successfully then roll as follows. Roll one D6 for each Wound or Kill required. If all of the dice score sufficient to have caused a 'wound' then the victim is killed outright. If any of the dice scores is below that required to wound then there is no effect at all.



ADVANCED RULE:- Knock Out! A player may wish to knock out his opponent rather than kill him - for instance if he wanted to ransom a captured Knight or entrap a valuble animal. Play out the combat as normal. Then, when the enemy comes to take his final Saving Throw, the victor may declare he is going for a **Knock Out.** Throw a dice:-

1-3 Knocked Out for 3D10 turns
4-5 Knocked Out for 5D10 turns
6 Killed! Ooooooops sorry.

Tabletop Battles

To play a Tabletop battle you will need a large flat area such as a table, although a floor will do perfectly well. Ideally a table should be at least six feet by four feet. Most Wargames Clubs use pieces of chipboard which can be bought from hardware stores. These can be cut into sectors and placed on, say, a dining room table, to increase the amount of space available. Having decided where you are going to have the game you can start to place scenery such as hills, buildings, rivers and woods,

At this point it's a good idea to lay a heavyweight cloth over the table - a heavy blanket is ideal. This should be of some natural colour, green , buff or grey, as it is intended to represent the fields and countryside over which the battle is to be fought. If you place books and newspapers underneath the cloth you can produce wonderful hills and valleys and soaring landscapes. Roads, rivers and marshes can be represented by using chalk to draw onto the cloth. Alternatively you can make your own riverbanks out of cardboard and plasticine. Houses can be bought from hobby shops, some are made especially for wargaming and 'look right' in relation with the figures - houses designed for railway enthusiasts tend to be a bit small, but this doesn't really matter! Of course if you're really ambitious - and a pretty good modeller - you can make your own out of card. This is a good idea because then you can design pieces especially for your adventures, from peasant hovels to grandiose Gothic mansions with horrible Gargoyles! Citadel make some excellent little windows, pillars and other architectural pieces -including a really ugly Gargoyle! Hedges and trees must be bought - but are quite cheap and available from hobbby stores. Lichen can also be bought from the same shop, this is a sort of moss type stuff which is used by railway modellers for scenery and eaten by reindeer in Sweden. Again its quite cheap (good news for reindeer) and available in a variety of colours. It is superb for hedges and for decorating woods and marshes.

FIGHTING WITH REGIMENTS

When you fight tabletop battles it becomes convenient to organise troops into **Units** or **Regiments.** A Regiment may be of between 5 and 50 figures strong and should be of the same sort of troops throughout - e.g. a Regiment of unarmoured bowmen, a Regiment of plate armoured knights or a Regiment of Spear armed, shielded but unarmoured Orcs. You can mix figures with different weapons and armour if you like - but this makes combat much more difficult to work out so I never do. Units of between 10 and 24 figures look nicest!

BASES

When you start using Regiments it becomes neccessary to mount each figure on a cardboard base. This makes figures look better in formation. A base should be a piece of rectangular cardboard onto which the figure is glued - the base can then be painted either green or some neutral colour. Only the thickest cardboard should be used, the sort generally available through art shops. Large Regiments can be based with some multiples i.e. instead of each figure having its own base several figures are mounted side-by-side on one long base, but still leaving sufficient single figures to facilitate removing casualties. This saves a lot of time when moving figures. Models may be mounted on bases of the following dimensions.

	Front	Side
Halflings and Lesser Goblins	15 mm	15 mm
Dwarves, Goblins, Men and Elves.	20 mm	20 mm
Orcs and Hobgoblins	25 mm	25 mm
Cavalry	25 mm	40 mm

Large monsters and other creatures should be mounted on a base size which suits them - so long as they have enough room to fight the actual size is unimportant. Human sized monsters should be given human sized bases.

If troops are armed with missile weapons (crossbows, bows, slings and javalins for example) then they may be designated **Skirmishers.** This is an option and not compulsary. Skirmishers fight in a loose **Skirmish formation** - or **Skirmish Order,** this means they have bigger bases, but gain advantages when being attacked with certain weapons. Increase the base 'front' by 50% (i.e. 20 mm becomes 30 mm) for infantry. Increase the 'front' by 5 mm for mounted troops. 'Sides' can be altered so that figures remain on square bases where appropriate. Skirmishers may move through **Difficult Terrain** at normal speed **minus 1"** because of their extra flexibility.

Troops armed primarily with close combat weaponry (spears, pikes and lances for example) may be designated as **Shock Troops.** This is an option and is not compulsary. They are allowed smaller bases than normal troops but are vulnerable to some weapons because they have little room to 'duck' and 'dodge' in the ranks. Shock Troops may deduct 5 mm from their base frontages.

Large or non-humanoid monsters are not allowed the option of adopting these special formations. **Stupid** creatures havn't got the intelligence to be able to either.

All members of a Regiment must remain in base-to-base contact with each other during the game. This may not be always possible, for instance if troops occupy a house, in which case they must remain as close as possible.

Fighting in Dungeons

Many players may already be familiar with dungeoneering using **role playing games.** Warhammer can be used in a similar way to produce dungeon adventures or underground conflicts. Because Warhammer has been specially designed for large armies, it becomes possible for the first time to fight vast subterrainian battles amongst ancient caverns, tunnels and mines. Special rules for mapping out underground games havn't been included because we feel than anyone attempting a game of this kind would probably be familiar with the mechanisms involved. Even if the players have never been down a dungeon before it is a simple matter to produce a map of caverns and tunnels - with interlocking chambers and underground streams etc. It is not necessary to have all of the caverns present on the tabletop at one time, just the section the models are in. As the adventurers move, the scenery can be 'changed' around them or just left to the imagination.

For example, you could fight games between Orcs and Dwarves. The battle could be a Dwarfish raid on an Orc 'den' deep beneath a mountain. The Orc player could map out his den, with tunnels, living space, meeting chambers and so on. The Dwarf player could then attack the den from the main entrance, fighting his way towards the centre of the Orc realm causing as much damage as he can. The Dwarf player could be set various tasks such as freeing captives, stealing gold, recovering some lost Dwarf treasure or slaying the fearsome Orc king.

DARKNESS AND LIGHTS

All underground places are dark! Consequently torches or lanterns will need to be carried in unlit tunnels. Generally speaking inhabited areas of dungeons will be lit by lanterns round the walls. If there is no such source of light then it is so dark that models can only see upto 6" in front of them - unless they have **Night Vision** as explained in the **Creature Lists.** Each torch or lantern illuminates an area of 4" radius. People carrying torches can be seen as if in normal daylight.

DOORS

It is convenient to have set rules about which way doors open and close - if you wish you can ignore this and note such details on your maps, but this may be a little inconvenient. Doors open from either side but can only be bolted or locked from one side. Underground this will tend to be on the 'inside'. Bolting, opening or closing a door reduces movement by half - like crossing obsticles. Bolted or locked doors may be broken down. **Normal** doors may be broken down with normal weapons, kicking etc. To do this roll a D6 at the end of your **active player turn.** If the score is 6 you have broken in the door. Creatures with a Strength of 3 may add 1 to the dice. Creatures with a Strength of 4 or more may add 2. **Heavy** doors may only be broken down using **Heavy Cutting or Crushing Weapons.** The score required is the same as for normal doors. Heavy doors are found inside prisons, treasure and guard rooms. **Very Heavy** doors are found at the entrance to underground strongholds and sometimes at strategic points inside. They may be broken down in the same way as Heavy doors except they are much too strong for just 1 Man to break. To break down a Very Heavy door the player must exert a total Strength Grade of 6 - i.e. 3 Men, Elves or Dwarves; or one Dragon. Players carrying battering rams count as double Strength Grade. If you wish you can include **Extra Heavy Doors** which are impossible to break down at all! Also you can include doors which only open from one direction - but this is more complicated and requires more record keeping.

TUNNELS

Tunnels may be too small for cavalry to use - although horses can always be dismounted and lead through the tunnels at foot speed. Caverns and chambers are generally larger and cavalry can fight as normal.

Flying Creatures

Creatures with the abiltiy to fly present the Fantasy Wargamer with an added dimension of battle! **Warhammer** represents this in the following manner.

In his **active turn** a flying creature may either:-

1. Land
2. Take Off
3. Remain airborne

Creatures who are 'airborne' are removed from the table and placed aside. Whilst they are airborne creatures cannot effect events on table, they are out of missile range and cannot be clearly seen. It is possible that troops from both sides may be airborne at the same time - this does not matter as it is assumed they are far apart and will not clash in the air.

Any unit of flying troops or any creature who is airborne may 'land' at the beginning of their **active player movement phase.** They may land anywhere on the table - but the usual tactic will be to land into hand-to-hand combat. Hovering above enemy to fight counts as 'landed'. 'Landed' figures may engage in combat as normal, with the addition of a few modifiers as given below.

A landed unit may 'take off' at the beginning of their **active player movement phase** and is then said to be airborne.

If two opposing units of flying troops both land in the same place - for instance over the same hand-to-hand combat, then they must fight each other rather than any ground troops.

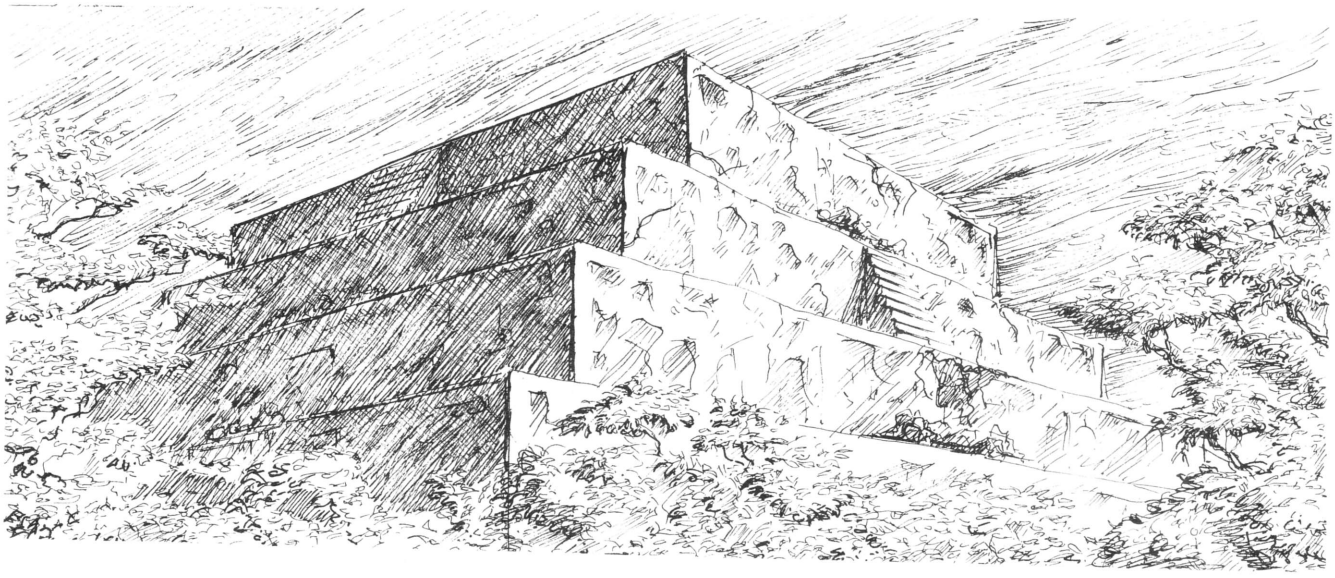
Flying troops 'pushed back' in hand-to-hand combat are removed from the table and treated as 'airborne'.

Flying troops who 'land' into hand-to-hand combat count as charging. They cannot be countercharged.

The following combat bonuses apply to flying troops.

Initiative	+4
Weapon Length	Always Pike
Enemy 'To hit'	-1 in hand-to-hand combat
	-2 from missile fire

Troops with legs or other means of locomotion may land and then move as normal, but receive none of the special bonuses listed above if they then enter combat.



The Ziggurat of Doom

In the darkling woods of Dwarfstrangle there stands a most ancient ziggurat. Solitary and forgotten the crumbling mound passes century upon century undisturbed until the day in question. Upon this day, the day of this adventure, the 6 Dwarves Sigurd Strongarm, Sigrat Blackbrow, Sigrun Slendershank, Skeggi Brokenback, Saugorn Brittlebone and their leader Thorgrim Branedimm break the peace of sleeping millenia as they stumble, hurredly, into the sunlight of the open glade. Indeed the Dwarves have reason to hurry for they are fleeing for their very lives, away from the forest, away from the Goblins whose cries even now can be heard in the glade.

"This looks as likely a place to make an end of it", says Thorgrim, "We defend this old temple - for I'd sooner die here with a weapon in my hand than die running with an arrow in my back".

All the others murmur their argreement in the sullen way of Dwarves, and the company deploy themselves on the Ziggurat ready to meet the onslaught of Goblins.

.....

The Ziggurat may be represented on your table by books or boxes, or even drawn onto a sheet of paper. If you are using books lay down strips of stiff card to represents the ramps. Drape a light-weight cloth over the construct and push it well into shape. The Ziggurat is surrounded by a glade and dense woods all around.

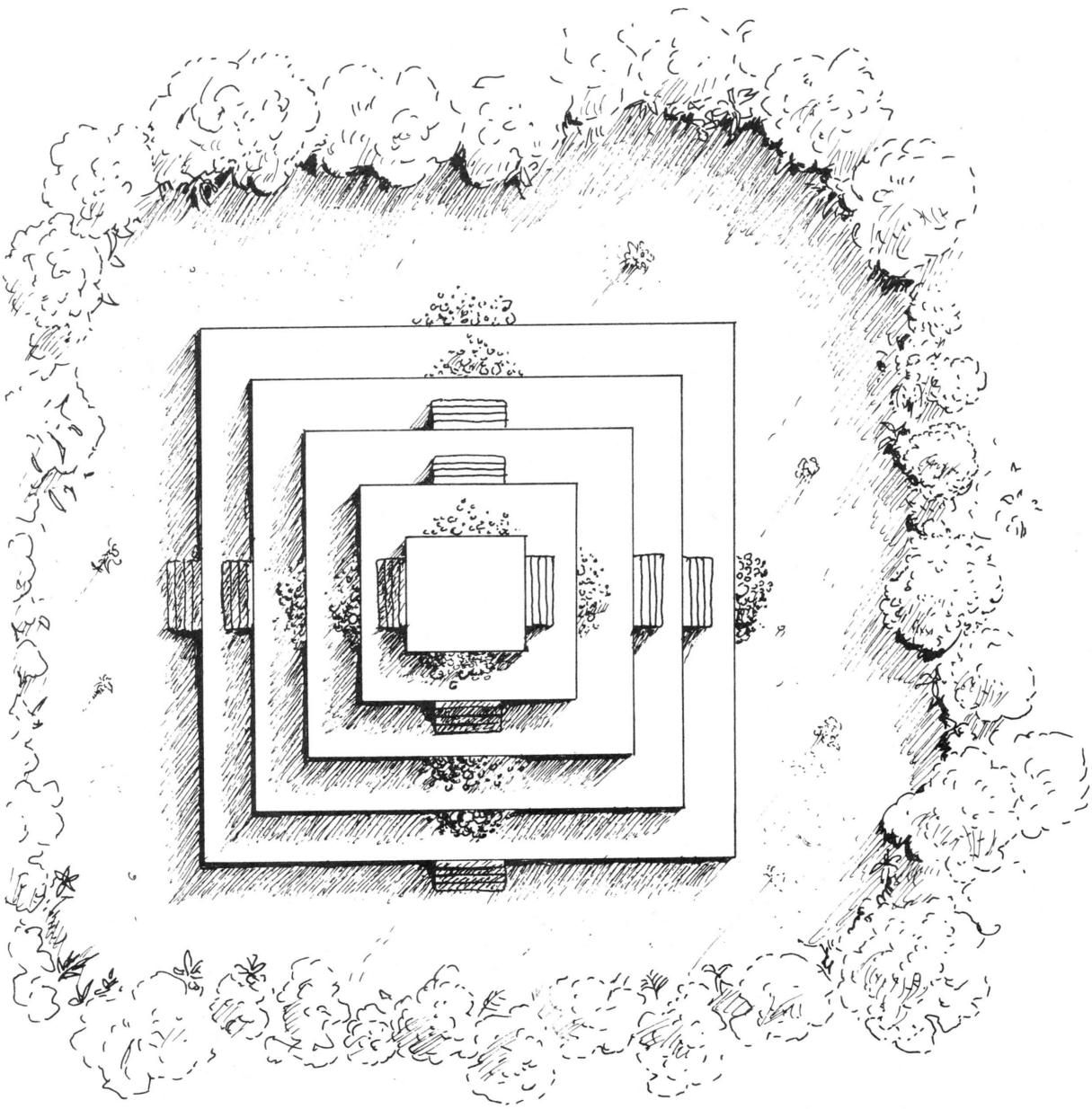
Thorgrim and his companions will be represented by one player - he will need 6 Dwarf models. These will have the following characteristics.

THE DWARVES

	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Dwarves	3½	7	4	2	C	2	3	2

These are slighly higher than normal Dwarf characteristics - this is because these are noble and heroic Dwarves. It is suggested that the player uses such models as are available to him from our range of Dwarf Warriors - all should have at least a mail coat - Dwarves sometimes wear such coats hidden under their other garments. Sigurd and Skeggi should also be armed with either a crossbow or bow each as well as sword or other weapons. Thorgrim Branedimm is a famous Dwarf Chieften and bearer of the ancient Warhammer 'Foebane', symbol of his lineage and majesty. His characteristics are even better than his fellows. In addition 'Foebane' is a magical weapon and confers added advantages.

As you can see most of the original ramps have decayed. Each level of the Ziggurat is 6 meters high, as the sides of each level are vertical there is no chance of ascent or descent other than by the ramps.



	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Thorgrim	4	8	4	3	C	3	5	3

In addition Thorgrim wears a coat of shining Mithril - so he has a saving throw of 4 or 3 with shield. The Warhammer 'Foebane' causes a paralysing sense of fear, and ultimately death, against all non-Dwarf targets. Each hit must be saved against as for **Poison.** In addition it causes Fear within 15" for all non-Dwarf types, and also allows it's wielder to go in and out of **Frenzy** anytime he wishes.

The Goblin player is repesented by the other player. His objective is to attack and kill as many of the Dwarves as he can. He starts off with 3D6 Goblins which can enter from any table side in groups as the player wishes. During the next **three** moves the Goblin player may receive upto 6 reinforcements per move. He throws a D6 at the beginning of each of the next three of his **active player moves** and receives the number of figures indicated. These must enter at a position on the table indicated by the **Dwarf** player. This is to represent odd Goblins getting lost in the chase.

THE GOBLINS

The Goblins can be either Goblins, Red Goblins or Night Goblins - depending on what figures the players have available. The first 6 Goblins rolled can be Hobgoblins - much tougher than ordinary Goblins. In addition the Goblin player has the Goblin Chieften, Guthnog Bristlenose, who has slightly better than average Hobgoblin characteristics.

	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Guthnog	5/6	5	2	2	C	2	3	2

SPECIAL RULES

Troops who look for rocks at the beginning of their **active player move** will find them on the ziggurat on a throw of 4,5,6 on a D6. Rocks may be droppped in the Shooting phase from higher levels of the ziggurat onto troops immediately below. They will hit on a score of 7 on 2D6. Each hit has a Strength attack of 2. Thorgrim and his companions have time to position themselves where they like on the ziggurat and collect 4D6 rocks which they can place where they wish.

The defenders may during any move hide behind broken masonry if they are on a level higher than any missile attacker - in this way they count as being behind 'hard cover'.

The Ziggurat consists of levels, ramps and broken ramps. Broken ramps may not be ascended - they may be crossed from one side to the other of the same level at half speed. Ramps may be ascended at normal speed. Levels may not be ascended or descended except by ramps.

VICTORY

The Goblin leader receives 2 points for each Dwarf slain except Thorgrim who is worth 6 points. The Dwarf player receives 1 point for each move he survives with at least 1 Dwarf left alive. The winner is the player with the highest number of points after play ends - or all the Dwarves are dead. Using this system players can play this scenario twice - swopping roles over to produce a fair and even score.

SUGGESTED TACTICS

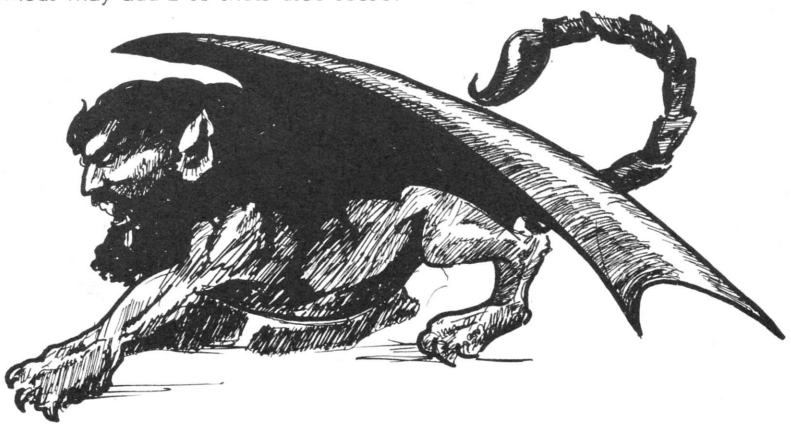
The Dwarves could make a stand on the highest level of the building, however they would lose any advantage by allowing the Goblins to assemble their forces. They would probably do better to harrass the Goblins with rocks, and play for time, slowly pulling back to the higher levels. The Goblins must play the game according to their dice rolls and the actions of the Dwarves.

Creature Lists

These lists have been compiled from the extensive and detailed notes which we use in our own battles and campaigns. In the future **Citadel** will be publishing these lists in their entirety, along with further volumes of **Warhammer** with rules to include more unusual and extraordinary creatures. The lists that follow are of abreviated form, which will prove more than sufficient for use with this volume of **Warhammer** - and which we hope will whet your appetite for more!

POISON

Some creatures have a Poisonous attack - bite or claw. Hits caused by Poisoned attacks must save as normal. Creatures hit by poison must then save against **POISON** or die instantly. Each poisoned hit is saved for separately.The D6 Saving Throw against poison is 1 dice 'pip' per Strength Grade. So, for instance, a Strength Grade of 1 requires 6 to save, 2 requires 5-6, 3 requires 4-6, etc. Models wearing any form of metal armour may add 1 to their dice score.



REGENERATION

Some creatures are able to Regenerate Wounds. This is simulated in the following way. When a figure is Killed instead of removing it from the board as normal turn the model around or place a marker against it. This figure is then 'Regenerating' and takes no further part in combat although the figure is still moved around with the unit. At the end of each players active phase throw a D6 for each Regenerating figure on the table - including Regenerating figures of all players.

1-2	The figure has failed to Regenerate. Remove the model as dead.
3-4	The figure is still trying to Regenerate. Try again next move!
5-6	The figure has Regenerated successfully. Turn the model round and continue to fight etc as normal.

ANIMALS

Animals are not subject to Morale rules. They are effected by Fear, Terror and Hatred where applicable. All animals are subject to stupidity. Magical or 'fantasy animals', such as 'Giant Rats' and 'Giant Wolves' are regarded as being semi-intelligent and are not subject to stupidity if lead or ridden by intelligent troops.

INDEX TO THE LISTS

1.Men and Humanoid Monsters

1. Men
2. Elves
3. Halflings
4. Dwarves
5. Goblins
6. Orcs
7. Hobgoblins
8. Lizardmen
9. Menfish

2.Large Humanoid Monsters

1. Giants
2. Trolls
3. Balrog
4. Minotaur
5. Ogre
6. Demons

3.Monsters

1. Dragons
2. Wyvern
3. Chimera
4. Hippogriff
5. Griffon
6. Centaur
7. Jabberwock
8. Treemen
9. Eagles
10.Giant Frog
11.Giant Rat
12.Winged Serpent
13.Manticore
14.Serpent Crawler
15.Winged Panther
16.Carniverous Bird
17.Harpy
18.Wolves
19.Giant Riding Reptile
20.Giant Insects

4.Werecreatures

1. Weretiger
2. Wererat
3. Werewolf
4. Wereboar
5. Werebear

5.Undead

1. Skeletons
2. Zombie
3. Liche
4. Ghost
5. Ghouls
6. Wraith
7. Wight
8. Mummy
9. Spectre

MEN AND HUMANOID MONSTERS

1. MEN

Citadel fighting men are available to meet the requirements of the most demanding commander! C37, 38, and 39 provide an assortment of Medieval and Dark Age warriors together with Arab types and fearsome Vikings. Armour and weapons will be as depicted.

	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Men	4/3	3	3	2	B	1	3	1

2.ELVES

Elves are humanoid creatures of lofty aspect and handsome appearance who prefer to live in the proximity of trees. Elves have **Night Vision** upto 30".

	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Sea Elf	4½/4	4	4	2	B	1	6	1
High Elf	4½/4	4	4	2	B	1	6	1
Wood Elf	4½/4	4	5	2	B	1	6	1
Night Elf	4½/4	4	4	2	B	1	5	1

Citadel Elves are available as C9, and the Night Elves are avilable as a boxed set. Citadel also produce the award winning **Ral Partha** Elves under license as P2.

All Elves are expert woodsmen and can move through woods at normal speed. Elves are often unaffected by Fear and Terror where other creatures quail and run! This is stated as an exception in the text. Elves cause **Fear** in Units of Goblins less than twice their own strength. Elves **Hate** Goblins, Orcs and Night Elves. Night Elves are evil perverted Elves and do not cause **Fear**, they **Hate** other Elves.

3.HALFLINGS

Halflings are small but hardy and good natured humanoids. **Citadel** produce Ral Partha's excellent range of Halflings to represent this valiant folk, P3.

	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Halflings	3/2	2	4	1	A	1	5	1

4.DWARVES

Dwarves are short, but stout, humanoids who live in underground towns, often cut deep into the sides of mountains. They **Hate** Goblins and Orcs on account of the 'Goblin Wars' fought long ago between these two races. **Citadel** Dwarves are as tough a bunch of their kind you're likely to meet! armed and armoured, bearded and determined, ready to stride across your battlefields in search of their foes. Available as C7 and 8. Dwarves have **Night Vision** upto 20".

	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Dwarves	3½	4	3	2	C	1	2	1

5. GOBLINS

All Goblins are evil, black hearted and mean creatures who delight in needless slaughter and torture. They live, for the most part, amongst underground caverns and caves. Sunlight pains them so much that it is avoided unless dire necessity drives them from their holes. All Goblins must deduct 1 from their Morale dice when testing during daylight hours. Goblins **Hate** Dwarves. Goblins **Fear** Elvish units of less than twice their own numbers - this is becase Elves being 'good' represent the antithesis of their own base natures.

	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Night Gbln	4/3	2	3	2	B	1	2	1
Red Gbln	4/3	3	3	2	B	1	2	1
Goblins	4/3	3	2	2	B	1	3	1
Great Gbln	4/3	3	3	2	B	1	3	1
Lss'r Gbln	3/2	2	2	1	A	1	3	1
Lss'r Night Goblins	3½/3	2	3	1	A	1	4	1

Red Goblins show a preference for riding gaint wolves, Goblins and Great Goblins for boars. These different types of Goblin are apt to feud amongst themselves especially when there are no enemy about - Night Goblins have **Night Vision** upto 25", other Goblins 20".

6.ORCS

Orcs are largish and aggressive monsters, related to Goblins but less afraid of the effects of sunlight. Like Goblins they tend to live underground - often with Goblins who they bully mercilessly. **Citadel** Orcs are avilable as part of our 'individualised' range. Providing a truly menacing band of evil fighters each armed with an assortment of cruel weapons. C15 and 16.

	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Orcs	4/3	3	3	2	C	1	2	1

Orcs have **Night Vision** upto 10". Orcs can ride the 'Riding Wyvern' - which they capture when young and rear for mounts.

Wyvern	10	2	-	4	E	3	1	2

See 'Giant Riding Reptile' for details of fighting with these creatures.

7.HOBGOBLINS

Hobgoblins are larger cousins of the smaller type of Goblin, fiercer and more aggressive, they are much feared by dungeon parties and lone adventurers. They **Hate** Elves, Dwarves and Men - and are subject to **Frenzy.**

	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Hobgoblin	4/5	3	2	2	C	1	3	1

8.LIZARDMEN

Citadel Lizardmen are a reptillian, tribal creature; laconic and cunning, if not exactly intelligent! They live in the darker and deeper regions of natural caverns and caves, occasionally emerging into the higher tunnels to molest Orcs and Goblins, raid, and take captives for food.

	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Lizardmen	3/3½	3	3	2	C	2	1	2

Lizardmen have **Night Vision** upto 35". Citadel Lizard Warriors are available as C26.

9.MENFISH

The Manfish is a strange synthesis of man and fish, humanoid but scaled and capable of living underwater as well as on land. **Citadel** Menfish live both in the underwater caves of sea and freshwater, being able to adapt easily to either enviroment. Independant by nature, they mount night attacks on the fishing villages of Men, Elves, Goblins and others with equal indifference. Menfish **Fear** fire, and direct sunlight, have **Night Vision** upto 30" and can move through or over water or boggy ground at normal speeds.

	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Menfish	3/3½	3	2	2	B	1	2	1

Menfish are available as C22/3.

LARGE HUMANOID MONSTERS

1. GIANTS

Of Giants much could be told! Of immense stature they are often short on both temper and intelligence. There are many different breeds of Giant - although the main types can be categorised into the following races.

	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Mountain	8	3	3	5	E	8	3	4
Hill Giant	6	3	3	4	D	4	3	2
Cyclopean	6	3	3	4	D	4	2	2
Westland	7	3	3	4	E	6	2	4
Gr't Cyclops	7	3	-	5	E	8	4	4
Storm Giant	7	3	3	4	D	6	5	4
Fire Giant	9	3	3	5	D	5	5	3
Frost Giant	5	3	3	5	D	6	4	3

Citadel produce Mountain, Hill and Cyclopean Giants as well as the **Ral Partha** Giants - referred to here as 'Westland' and 'Great' Giants. Because of their size all Giants cause Fear in opposing units of Men or Men sized, or smaller, creatures (the only exception is Elves). Storm, Fire and Frost Giants are semi-magical in nature, servants of natural forces and may have magical powers appropriate for their kind.

Cyclops are especially fearsome and evil Giants and more likely than others to have **Chaotic Attributes** - later volumes of **Warhammer** will discuss and give rules for these attributes. The Great Cyclops is an especially large and barbaric Giant who may have an ability to use magic. Dice to determine whether he can use magic or not (50%), and his Magic Level (1-2) and spells (1-3 random Battlefield Spells). Cyclops may be subject to **Frenzy**.

Some Western Giants are known to ride Elephants into battle! The Elephant may fight in addition to it's rider, stamping on small creatures and flailing enemy with it's trunk. Elephants cause **Terror** in units of horsed cavalry they are fighting.

	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Elephant	10	3	-	5	F	5	1	2

2.TROLLS

Trolls are large evil creatures, very stupid, ferocious and unhygenic. They have the awesome abiltity to **Regenerate** wounds, this makes then extremely difficult opponents.

	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Troll	6	3	-	4	B	3	1	3
Hill Troll	6	2	-	4	B	3	1	3
Spiked Troll	6	2	-	4	D	4	2	3
Two-headed	7	3	-	4	C	4	3	4

Trolls can have **Chaotic Attributes,** and this accounts for the vast number of 'abherrant' Troll types, such as the 'Spiked'and 'Two-headed Troll'. The Spiked Troll although quite small has ugly iron spikes growing from it's tough hide, these can be **Poisoned** (50% of the time), the Spiked Troll is a variant of the 'Hill Troll'. Hill Trolls are especially ferocious, even for Troll-kind, although they are a little smaller than the 'True' Troll. All Trolls are subject to **Stupidity** and **Frenzy.** If unarmed they fight with bite and claw and can cause hits to save against poison (50% chance of any hit being poisoned).Trolls cause **Fear** in units of Men or similar sized or smaller creatures (the only exception to this is Elves).

3.BALROGS

Balrogs are extremely strong and evil monsters, originally free spirits and lesser dieties but corrupted and twisted into terrible demonic form. Originally their power was as spirits of fire and it is in fire that their greater strength lies, fire weapons and magical fire attacks have no effect on them. Their chief weapons are a flaming sword and whip, which is of great length and can be 'lashed' with a range of 6" like a missile weapon. Balrogs can cast fire related spells, **Fire Blast,Flame Sheet** and **Fire Bolt** and have a Mastery Level of 4. Balrogs are not subject to **Fear** or **Terror** except where induced by Gods or greater Demons. Balrogs cause **Fear** in all enemy that can see them, and **Terror** in all enemy within 15". Balrogs can lead or command upto 3 units of Orcs, Goblins, Trolls or Hobgoblins at the same time. Units lead by a Balrog need never test morale and ignore Psychological effects.

	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Balrog	12	10	10	6	F	15	10	10
'Whip'	-	-	10	6	-	-	10	3

All creatures hit by Balrogs either in hand-to-hand combat or from the whip must save against **Poison.**

4.MINOTAUR

Minotaurs, like Balrogs, were once spirits who, fallen and twisted by evil and hatred, have assumed gross physical shapes. Minotaurs, however, are much less powerful than Balrogs. They live away from light, amongst the darker parts of caves, often as solatary creatures or amongst Orcs and Goblins who both fear and respect them.

	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Minotaur	6	4	2	3	D	4	3	2

Minotaurs are over 10" in height and cause **Fear** in units of Men or Man size, or smaller, creatures (the only exception to this is Elves). They can use their horns to attack by charging with the same effect bonus as a mounted lancer.

5.OGRE

Ogres are smaller and slightly more intelligent cousins of Trolls, they retain most of their unpleasant habits however. Ogres cannot Regenerate but are susceptable to Chaotic Attributes like trolls. They cause **Fear** in units of Man sized or smaller creatures (except Elves).

	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Ogre	6	3	2	3	D	3	3	2
Goat headed	4	3	2	2	C	2	3	2

Ogres are subject to **Stupidity+1.** An unusual variant of the Ogre form is the Goat Headed Ogre - a typical Chaos mutation. These are smaller than normal Ogres but capable of biting and stabbing with their teeth and horns which are often poisonous. Any Hit caused by one of these creatures has a 50% chance of being **Poisonous.**

6.DEMONS

There are many kinds of demon - greater and lesser. A further volume of **Warhammer** will cover these creatures in depth. Demons are minor forms of the same sort of beings who make up Balrogs and other Powers, often they can take on various shapes. A typical small Demon, such as might be controled by a Wizard, or accompany a Balrog, is Ral Partha's P15 1e, Demon with Trident.

	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Demon	4	6	-	3	B	1	6	2

Demons are not subject to Fear or Terror unless caused by Greater Demons or Magic. They cause **Fear** in units of living creatures.

MONSTERS

1.DRAGONS

Citadel Dragons are available with assorted heads and wings - representing the diverse and individual nature of Dragonkind. For indeed Dragons are inclined to exhibit distinctive features, and may even be subject to Chaotic Attributes. Dragons may be intelligent, can be Heroes or role-playing characters with a **Leadership** and **Mastery Level** for Magic. Most Dragons, however, are dull - some are distinctly **Stupid.** Within the mass of Dragons can be distinguished 7 main types.

	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Fire Dragon	10	7	6	6	F	10	3	4
Breath			6	6				

Intelligent 10% chance. +2 Initiative. Further 10% chance of Intelligent Fire Dragons being Wizards with Mastery Level 1 and 1-3 spells.

Stupid 25% chance. -1 Initiative. Subject to Stupidity.

Notes May breath fire with a 'template' of 4x2". Throw to 'Hit' all figures within this area once. Range 24".

	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Red Dragon	10	5	5	5	F	8	5	5
Breath			6	6				

Intelligent 20% chance. +1 Initiative. Further 15% chance of Intelligent Red Dragons being Wizards with Mastery Level 1 and 1-3 spells.

Stupid 5% chance. -2 Initiative. Subject to Stupidity.

Notes May breath fire as Fire Dragon.

	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Black Dragon	10	6	6	6	F	10	3	4
Acid			6	6				1

Intelligent 50% chance. + 1 Initiative. There is a further 25% chance of Intelligent dragons being Wizards with a Mastery Level of 1, and a further 5% chance of a Mastery Level of 2. 1-3 spells per Level.

Notes May breath Acid with a template of 4x2" - all within the area are effected. Regenerating creatures so attacked may not attempt to Regenerate and are removed as dead. Range 24".

	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Green Dragon	9	8	8	6	F	10	3	4
Poison			8	6			8	1

Intelligent 25% chance. + 1 Initiative. There is a further 75% chance of Intelligent Green dragons being Wizards with a Mastery Level of 1 and 1 spell.

Notes Green Dragons may breath poisononous fumes with a template of 4x2" and range of 6". All creatures within the template must save against **Poison** or die.

	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Ice Dragon	10	6	5	6	F	10	2	5
Ice Breath			5	6				1

Intelligent — 10% chance. + 1 Initiative. There is a further 10% chance of intelligent Ice Dragons being Wizards of mastery Level 1 and 1-3 spells.

Stupidity — The is a 50% chance of non-Intelligent Ice Dragons being subject to **Stupidity.**

Ice Breath — Ice Dragons can breath a cold laden breath upto 12" with a 4x2" template. Saving Throw is as for **Poison.**

	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Gold Dragon	10	8	8	6	F	12	5	6
Fire breath			6	6			5	1
Poison gas			8	6			5	1

Intelligent — 75% chance. Further 50% chance of intelligent Gold Dragons being Wizards with a Mastery Level of 1 and 1-6 spells. There is then a further 50% chance that Golden Dragon Wizards will have a Mastery Level of 2 with 1-6 spells.

Notes — Golden dragons may breath fire as Fire Dragons, or Poison breath as Green dragons.

All Dragons are large and impressive beasts and accordingly cause **Fear** within 15" and **Terror** in units they are attacking. All Dragons have **Night Vision** upto 16". They themselves are only subject to Fear and Terror induced by a God or Great Demon.

2.WYVERN

Wyvern are smaller and more stupid relatives of the Dragon, found amongst rocky cliffs, mountains and barren wastelands Wyvern are ferocious in attack and determined in defence.

	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Wyvern	4	5	-	5	E	6	2	3

All hits caused by Wyvern must save against **Poison** or die. Cause **Fear** in units of Man sized or smaller creatures.

3.CHIMERA

This multi-headed monster is a true creature of Chaos - as such they can be subject to Chaotic Attributes and have ancilliary horns, tails and wings as well as a variety of heads. The most common variation is of triple headed form - Goat, Dragon and Lion. In combat each head fights seperately. The Dragon head may breath fire as a Fire Dragon, the Goat head causes **Poisonous** hits. Chimera cause **Fear** in units of Men-sized or smaller creatures.

	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Chimera	5	-	-	5	E	7	-	-
Goat head		4					1	2
Lion Head		4					3	2
Dragon Head			6				6	2
Dragon Breath			6	6			3	1

4.HIPPOGRIFF

Whilst a creature of Chaos the Hippogriff is a noble and loyal beast, only the purest of Heroes could hope to win the loyalty of these creatures. They may be ridden and driven to war by such characters, but more normally the Hippogriff is found high upon mountains where it will defend its nesting grounds most vigorously.Hippogriffs cause **Fear** in units of Man-size or smaller creatures.

	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Hippogriff	8	3	-	3	D	4	8	5

5.GRIFFON

Another creature of Chaos the Griffon is half Lion half Eagle, winged and ferocious. The Griffon is a fierce hunter of living creatures and adults are totally untamable although they may sometimes be captured and subdued as youngsters.

	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Griffon	8	5	-	4	D	6	6	4

Griffon cause **Fear** in units of Man-sized or smaller creatures.

6.CENTAUR

The Centaur is another Chaos creature a sysnthesis of Man and Horse. They sometimes have Chaotic Attributes and can be, although are not always, very Intelligent. Centaurs can be Heroes or Wizards.

	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Centaur	8	3	4	3	C	2	3	2

Centaurs may be evil, although most are of an enlightened and cultured disposition.

7.JABBERWOCK

The Jabberwock is a beast of which careful adventurers had best beware! This is a chaotic demon which inhabits anywhere dark, although dark, cold and slimey is preferred. The Jabberwock attacks on sight with a ferocity tempered only by a full stomach. A hungry Jabberwock exhibits a luminescent quality which illuminates an area upto 6" radius around the creature, making Jabberwocks easy to see. Unfortunately the mere sight of a Jabberwock causes victims to freeze with fear -test as follows. Throw a D6 whenever a Jabberwock is visible within 15".

1-2 May not move this turn. Must Save against **Poison** or die.

3-4 May not move this turn.

5-6 May move...but only **away** from the Jabberwock.

Jabberwocks are not intelligent creatures and are often overcome by bouts of confusion. They are easily outwitted - but not subject to rational argument. Jabberwocky suffer from **Stupidity.** They have the capacity to **Regenerate.** The Jabberwocks main attack is by tooth and claw. 50% of all hits are **Poison.** Although they have wings Jabberwocks are flightless.

	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Jabberwock	6	8	-	4	E	8	1	8

8.TREEMAN

Treemen are the forms of lesser spirits given living form as the guardians of trees and woods. These creatures are not normally aggressive and prefer to live solatary lives amongst their woods and forests. They dislike Orcs and Goblins but cannot be said to actually Hate them - Treemen are far to slow and calculating to Hate anyone.

	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Treeman	8	8	-	5	F	6	2	4

9.EAGLES

Eagles are large and fearsome birds, good by nature but powerful and unforgiving enemies. They are strong flyers but slow on the ground, hence their rather small ground move. They cause **Fear** in units of man sized or smaller creatures they attack.

	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Eagle	2	7	-	4	C	3	5	2

10.GIANT FROG

Giant Frogs live in swampy ground, amongst ponds and wooded areas. They can attack with their long sticky tongues - even from a submerged position -picking off unwary stragglers and swallowing them whole. Victims hit are drawn towards the Frogs mouth and swallowed unless they can save. Dice as follows. Roll a D6. Add 1 per Strength Grade of victim. Scores of 5 or more Save - scores of less are swallowed and killed. Giant Frogs cannot swallow victims larger than Men. The range of the tongue is 6".

	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Giant Frog	3	2	4	3	B	3	5	1

11.GIANT RAT

Giant Rats are loathsome and dirty creatures. They live underground or amongst ruins and decay. Giant rats attack by bite and hits must save against poisoh 25% of the time.

	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Giant Rat	6	2	-	1	B	1	3	1

12.WINGED SERPENT

The Winged Serpent is both intelligent and magical. They are rarely encountered at all but are not themselves evil and may even help lone travellers or adventurers. There is a 75% chance that any Winged Serpent encountered will be a Wizard with a Mastery Level of 1 and 1-6 randomly generated spells. There is then a further 25% chance that Winged Serpent Wizards will have a Mastery Level of 2 with 1-3 extra randomly generated Level 2 spells. Attack is by biting and all hits are **Poisonous.**

	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Serpent	2	6	-	3	D	3	6	3

13.MANTICORE

The Manticore is a strange and magical creature, intelligent, chaotic and unpredictabley violent. They usually avoid contact of any kind but can be enslaved by magical means. They attack in combat using their Lion claws and can 'fire' their iron tail spikes upto 8" - these are usually poisoned. Only one such volley can be fired each move.

	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Manticore	5	6	4	5	E	7	4	3
Tail spike			4	5			4	1

There is a 10% chance of a Manticore being a Wizard with 1-3 first level spells.

14.SERPENT CRAWLER

The origens of this half human, half serpent, are obscure - they have magical associations and are most commonly found singly as the guardians of treasure or religious temples.

	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Crawler	3	3	3	2	C	2	4	2

The Serpent Crawler is unusual in that it is immune to **Fear** and **Poison** no matter what the cause. They never test for Psychological or Morale reaction at all. They are also allowed a Saving Throw as if wearing Full Plate armour as their skins are magically toughened and iron scaled. Fire damage has only ½ effect against them, acid no effect at all.

15.WINGED PANTHER

This is another magicial creature - a hybred of Panther and flying beast. They live in the same sort of jungle enviroment as normal Panthers and they may interbreed. Winged Panthers are more intelligent than normal animals and are not subject to Stupidity - they often have the power of speech (50%), and may even be Wizards (10% of Speaking Panthers) with a Mastery Level of 1 and 1-3 random spells. They are proud, independant creatures but not evil.

	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Panther	8	8	-	3	C	4	6	3

Flying attacks cause **Fear.**

16. CARNIVEROUS BIRD

The Carniverous bird is a plains dweller after the manner of Ostriches and other large flightless birds. However it is far larger, often as tall as 6' from the ground, and is a fierce carnivore. The Bird attacks by means of it's powerful legs and hooked beak. Being an animal the creature is subject to **Stupidity.**

	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Carniverous Bird	6	3	-	3	C	2	1	1

17.HARPY

Harpies have the lower body and wings of a large bird of prey and the upper torso of a human female. They have limited intelligence and bestial cunning - as well as carniverous appetites. They make and use no tools and shun the company of Intelligent creatures acting independently and to their own purposes.

	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Harpy	4	4	-	3	C	2	2	1

Flying attacks cause **Fear.**

18.WOLVES

Apart from the normal pack wolf there are other larger and semi-intelligent kinds of Wolf. These 'Giant Wolves' are evil and cruel animals, who may have the power of speech. They are often found with Goblins, and even allow Goblins to ride them into battle upon their backs - where this is the case both the rider and wolf are allowed a blow each as the wolf can bite with it's jaws whilst the rider attacks as normal.

	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Pack Wolf	9	3	-	2	B	1	2	1
Giant Wolf	9	4	-	3	C	1	3	1

When being ridden the wolf will be killed if the rider is killed as normal -although the rider will of course benefit from the additional Saving Throw modifier of +1.

19.GIANT RIDING REPTILE

Many of **Citadel's** personality figures are mounted on a giant riding reptile, usually with wings. For instance the 'Wraith mounted on Winged Reptile'. Rather than deal with each of these individually they are all covered by this section. All Giant Riding Reptiles cause **Fear** within 8" and **Terror** in any units they attack. Because these creatures are so huge they are treated differently to normal cavalry in combat. Normally with horse etc the opponent only has to kill the rider to kill the horse. But when attacking a Giant Riding Reptile count all hits against the creature. When the creature is killed then the rider is 'dismounted' and may be attacked on foot, but the rider cannot be attacked whilst the creature is still alive. The rider may attack normally, so both creature and rider fight in combat.

	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Reptile	8	3	-	5	E	6	3	3

The Creature does not get any Saving Throw for being 'mounted'.

20. GIANT INSECTS

Obviously there are many kinds of giant insect - similar in appearance and habits to their normal sized relatives but bigger! By far the most common, and by far the most feared, are giant spiders. Spiders can live a long time, often for many hundreds of years. Over the centuries Spiders can grow to immense sizes, so the size and ferocity are to some extent variable. Spiders often live in a communal fashion, usually amongst dark woods or old ruins. They are intelligent creatures and can communicate with each other in a hissing sibilant language - weary adventurers should keep an ear out when passing through places known to be haunted by spiders. Spiders are carniverous and particularly fond of fresh meat. The bite of a giant spider is **Poisonous.** The giant spider spins webs between tree trunks or pillars. There is a 5% chance per turn of any creature passing though a spider den of becoming ensnared in the web. Once entrapped there is a 10% chance per move of breaking free - if the victim does not escape within 3 turns then he becomes exhausted and incapable of escaping or resisting attack. At night, when the web strands are almost invisible, the % chance of being ensnared goes up to 10% per turn. An Enchanted weapon with powers over Undead, Demonic and God types can be used to cut through webs - increasing the chances of getting free from 10 to 50% per move. Normal weapons just get tangled up.

Beetles are less intelligent than spiders. In fact beetles are very, very stupid creatures indeed! The small round 'Carrion Beetle' feeds on dead and rotting flesh, which they locate by an incredible sense of smell. They are passive creatures but if disturbed will squirt a discusting, slimey and offensive liquid from a special gland in the abdomen. This can cause blindness for 1-6 moves if it gets in the victims eyes (15%). The larger 'Giant Weevil' eats only seeds and wood pulp - which, although inoffensive in itself, can seriously weaken wooden buildings. When giant Weevils are encountered the surrounding building or woodland will always be in an unstable state. Doors will be half eaten and lying ajar, wooden roof supports will fall down upon entering rooms (50%). There is a 50% chance an adventurer will be hit by falling masonary (minus his Cool score as a %). Falling masonry causes 1 Strength 1 Hit. Weevils will defend themselves if attacked. The 'Stag Beetle' is the largest giant beetle, and by far the most dangerous. They are carnivors who will prey with equal indifference on any living creature. They attack with their giant mandibles which are **Poisoned.** Once a Stag beetle has killed it's victim it will retire to it's underground lair and devour the corpse. All beetles are subject to **Stupidity.**

The Giant Scorpion is not strictly an insect, but is similar in behaviour and habits. The creature is subject to **Stupidity** and motivated only by food. Scorpion are strictly territorial and will attack and kill rivals encroaching upon their 'patch'. They will eat any live food, attacking with their **Poisonous** stinging tail, killing and eating the victim on the spot. Even if not hungry they will usually attack and kill passers by just to maintain their territory.

	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Giant Spider	5	3	-	4	C	4	1	2
Carrion	4	3	3	1	A	1	1	1
Weevil	4	3	-	2	B	2	1	1
Stag	4	3	-	2	C	2	1	2
Scorpion	5	3	-	2	C	2	1	2

All insects cause **Fear** in Men, Halflings and Elves. Fire causes **Fear** in all insects.

WERECREATURES

Werecreatures are humans with the abiltiy to attain animal or quasi-bestial forms. Each kind has a **Were-factor** of from 1-6. This repesents the score needed on a D6 to change shape. Players may dice anytime during their **active player turn** but only once per turn. Werecreatures may be mixed in with

units of humans and change to 'were' form in combat. Werecreatures are normally highly intelligent when in human form and may be Wizards or other personality characters. In animal or quasi-bestial form it is usual to lose any associated Magical powers.

1.WERETIGER

The weretiger is a commmon oriental form of Lycanthropy, as skin changing is often called. Weretigers may assume Tiger, Human or half man, half Tiger form. In Tiger form they are subject to Stupidity.

	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Quasi-Tiger	4½	3	-	2	D	2	4	2
Tiger	9	3	-	3	D	2	6	3

Werefactor 3.

2.WERERAT

Wererats are evil and often found in packs preying on lone travellers and small parties. They may adopt Giant Rat or half man, half rat form.

	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Quasi-Rat	4	3	-	2	B	1	4	1
Giant Rat	6	3	-	2	B	1	3	2

Wererats may call and control upto 2D6 number of Giant Rats each. Hits are **Poison.** Werefactor 5.

3.WEREWOLF

The Werewolf is the commonest European form of Werecreature. They may change into Giant Wolf, Human or half man, half wolf form. When Wolves they are subject to **Stupidity** but can then control and lead upto 2D6 number of Giant Wolves. Were-factor 4.

	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Quasi-Wolf	4½	2	-	2	B	2	3	2
Giant Wolf	9	4	-	3	C	2	3	2

4.WEREBOAR

Tribal and aggressive, Wereboars inhabit dark woods and forests. They have 3 forms Man, Giant Boar and half man, half Boar. In Human form they are often capable of using magic (25%) with 1-3 randomly generated spells and a Mastery Level of 1. In Boar form they are subject to **Stupidity.**

Description	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Quasi-Boar	4	4	-	4	C	4	4	3
Giant Boar	8	3	-	4	D	4	3	2

Werefactor 3.

5.WEREBEAR

Werebears are reasonably friendly, if a little bad tempered. They **HATE** Orcs and Goblins. Werebears have two forms Man and Bear.

Description	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Bear	7	6	-	4	D	4	6	3

Werebears are subject to **Frenzy**. Werefactor 4.

UNDEAD

Undead creatures have no real living form but exist as disembodied wills. Often only the smallest part of the life force remains and the undead creature is nothing more than a mindless automaton. Sometimes they take the form of an animated body - such as a Zombie or Skeleton. In either case, whether pure spirit or some kind of animated corpse, undead are immune to all Psychological and Morale reactions - so they need never test against Fear etc.

1.SKELETONS

Skeletons cause **Fear** in all living creatures within 6". They cause **Terror** in human units they are fighting. Skeletons must be controlled by a friendly Wizard appointed as a **Necromancer** or **Summoner** for the purpose. Alternatively they may be controlled by an **Undead Champion** - who is simply a personality model of a powerful undead, for instance a **Liche Lord.** Controllers must remain within 12" of the unit, and if he dies or leaves his area of command the unit is instantly destroyed.

	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Skeleton	4½	2	2	1	B	1	2	1

2.ZOMBIE

Zombies cause **Fear** in all living creatures they attack but must be controlled in the same way as Skeletons. They are subject to **Stupidity.**

Description	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Zombie	3½	2	-	1	B	1	1	1

3.LICHE

A Liche is an undead form of an evil and degenerate Wizard who has become undead as a result of magicial malpractice. They cause **Terror** in all living creatures they attack, and **Fear** in all who see them. They are usually found singly and may opperate as characters and **Undead Champions.** Liche are immune to magic and may cast spells as normal Wizards. Determine Level and Spells randomly. In combat hits from a Liche cause paralysis against living creatures -save as for Poison. Liche are often found as evil army leaders.

Description	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Liche	4½	9	-	4	E	4	5	2

4.GHOST

Ghosts are not normally found fighting on behalf of any side, but may be encountered independently. Being etherial they are immune to non-enchanted weapons and magic. The sight of a Ghost causes **Fear** in living creatures. In combat each hit caused by the Ghost requires the victim to save against **Terror** or die.

Description	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Ghost	5	2	-	4	D	3	3	2

5.GHOUL

Ghouls are deranged former humans in undead form - they feed off corpses and consequently often live near burial grounds. Hits from Ghouls are **Poisoned.**

Description	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Ghoul	4	2	-	2	C	1	1	2

6.WRAITH

A Wraith is an undead spirit such as haunt dark and dismal underground tombs. They are dispersed in daylight, becoming utterly powerless. Each hit from a Wraith reduces the victim's strength by 1 level. Characters reduced to zero levels are killed. Wraiths are immune to non-enchanted weaponry. They cause **Fear** within all living creatures.

	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Wraith	4	1	-	2	C	1	1	1

7.WIGHT

A Wight is a very powerful Wraith and is also immune to normal weapons and magic. Hits cause reduction of Strength Grade, as for Wraiths, they also disperse in sunlight.

Description	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Wight	4	2	-	3	C	2	1	2

8.MUMMY

A Mummy is the animated remains of a powerful human - rather like a powerful and well preserved Zombie. Mummies cause **Fear** within 10" and **Terror** against combat opponents. Mummies are immune to normal weapons and non-fire based magic. Fire causes normal damage however.

Description	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Mummy	3	2	-	4	C	3	1	2

9.SPECTRE

Spectres are the pure spirit remains of long dead men. They have the power to cause **Fear** within 15" and **Terror** within 5". They are immune to normal weapons and magic. Hits from Spectres cause **Paralysis,** which means the victims must save as for poison. Failure to save results in the victim becoming rigid and helpless. A Cure Light Wounds spell will cure this condition.

Description	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Spectre	$3\frac{1}{2}$	-	-	1	E	1	-	-

A GAMES WORKSHOP PRODUCT